

# SPACE MARINES ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Space Marines miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. Some rules are common to several Space Marines units – these are described below and referenced on the datasheets.

## KEYWORDS

Throughout this book you will come across a keyword that is within angular brackets, specifically <CHAPTER>. This is shorthand for a keyword of your own choosing, as described below.

### <CHAPTER>

All Space Marine units are drawn from a Chapter. Some datasheets specify what Chapter the unit is drawn from (e.g. Marneus Calgar has the **ULTRAMARINES** keyword, so is drawn from the Ultramarines Chapter). If an Adeptus Astartes datasheet does not specify which Chapter it is drawn from, it will have the <CHAPTER> keyword. When you include such a unit in your army, you must nominate which Chapter that unit is from. You then simply replace the <CHAPTER> keyword in every instance on that unit's datasheet with the name of your chosen Chapter.

For example, if you were to include a Captain in your army, and you decided he was from the Blood Ravens Chapter, his <CHAPTER> Faction keyword is changed to **BLOOD RAVENS** and his Rites of Battle ability would then say 'You can re-roll hit rolls of 1 made for friendly **BLOOD RAVENS** units within 6" of this model.'

Note that **ADEPTUS ASTARTES PSYKERS** cannot be from the Black Templars Chapter.

While this section of the book provides rules for all Space Marine Chapters, those that are more unique – such as the Blood Angels (pg 88) or Space Wolves (pg 128) – have certain restrictions, datasheets and army special rules that can be found in their own sections later in the book. The **LEGION OF THE DAMNED** keyword can only be taken by Damned Legionnaires, while the other Chapters are described later in this book, with each description covering which units can be part of each Chapter. If you wish to see which units each Chapter can include, we recommend reading the relevant section first.

## ABILITIES

The following ability is common to several Adeptus Astartes units.

### And They Shall Know No Fear

You can re-roll failed Morale tests for this unit.



## LIBRARIUS DISCIPLINE

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Librarius discipline using the table below. You can either roll a D3 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

### LIBRARIUS DISCIPLINE

#### D3 PSYCHIC POWER

##### Veil of Time

*Veil of Time* has a warp charge value of 6. If manifested, pick an **ADEPTUS ASTARTES** unit within 18" of the psyker. Until the start of your next Psychic phase, you can re-roll charge

- 1 rolls and Advance rolls for that unit and they always fight first in the Fight phase, even if they didn't charge. If the enemy also has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.

##### Might of Heroes

*Might of Heroes* has a warp charge value of 6. If manifested, select an **ADEPTUS ASTARTES** model within 12" of the psyker. Until the start of your next Psychic phase, add 1 to that model's Strength, Toughness and Attacks characteristics.

##### Null Zone

*Null Zone* has a warp charge value of 8. If manifested, then until the start of your next Psychic phase, while they are within 6" of the psyker, enemy models cannot take invulnerable saves and must halve the result of any Psychic tests (rounding up) that they take.

*'Of the Tactical Space Marine, bedrock of his Chapter and paragon to his brothers, I shall tell thee.*

*He shall be steeped in the lore of battle and schooled in all manner of weapon and strategy. With combat blade, boltgun and grenade he shall assail the foe.*

*But these are mere tools; a Tactical Space Marine's true weapons are his courage, his wits and his dedication to his brothers.*

*He will bring his foe to battle in a manner and time of his choosing, never himself caught unready or ill-prepared for the task at hand. In defence he shall be stalwart as the mountain, a bulwark stood firm against the enemies of Man. In attack he shall strike with the wrath of the Immortal Emperor, felling the foe without mercy, remorse or fear.'*

*- From the teachings of Roboute Guilliman as laid down in the Apocrypha of Skaros*

## WARGEAR

Many of the units you will find on the following pages reference one or more of the wargear lists below. When this is the case, the unit may take any item from the appropriate list below. The profiles for the items in these lists can be found in the appendix (pg 206-209).

### SERGEANT EQUIPMENT

Up to two weapons can be chosen from the following list:

- Bolt pistol
- Grav-pistol
- Plasma pistol
- Chainsword
- Power sword
- Power axe
- Power maul
- Lightning claw
- Power fist
- Thunder hammer<sup>1</sup>

One weapon can be chosen from the following list:

- Boltgun
- Combi-flamer
- Combi-grav
- Combi-melta
- Combi-plasma
- Storm bolter

<sup>1</sup> Cannot be taken by a Sternguard Veteran Sergeant

### PISTOLS

- Bolt pistol
- Plasma pistol
- Grav-pistol

### COMBI-WEAPONS

- Storm bolter
- Combi-plasma
- Combi-flamer
- Combi-melta
- Combi-grav

### MELEE WEAPONS

- Chainsword
- Power sword
- Power axe
- Power maul
- Power lance
- Power fist
- Lightning claw
- Thunder hammer

### SPECIAL WEAPONS

- Flamer
- Plasma gun
- Meltagun
- Grav-gun

### HEAVY WEAPONS

- Missile launcher
- Heavy bolter
- Multi-melta
- Lascannon
- Grav-cannon and grav-amp
- Plasma cannon

### TERMINATOR MELEE WEAPONS

- Lightning claw
- Power fist
- Thunder hammer
- Storm shield

### TERMINATOR COMBI-WEAPONS

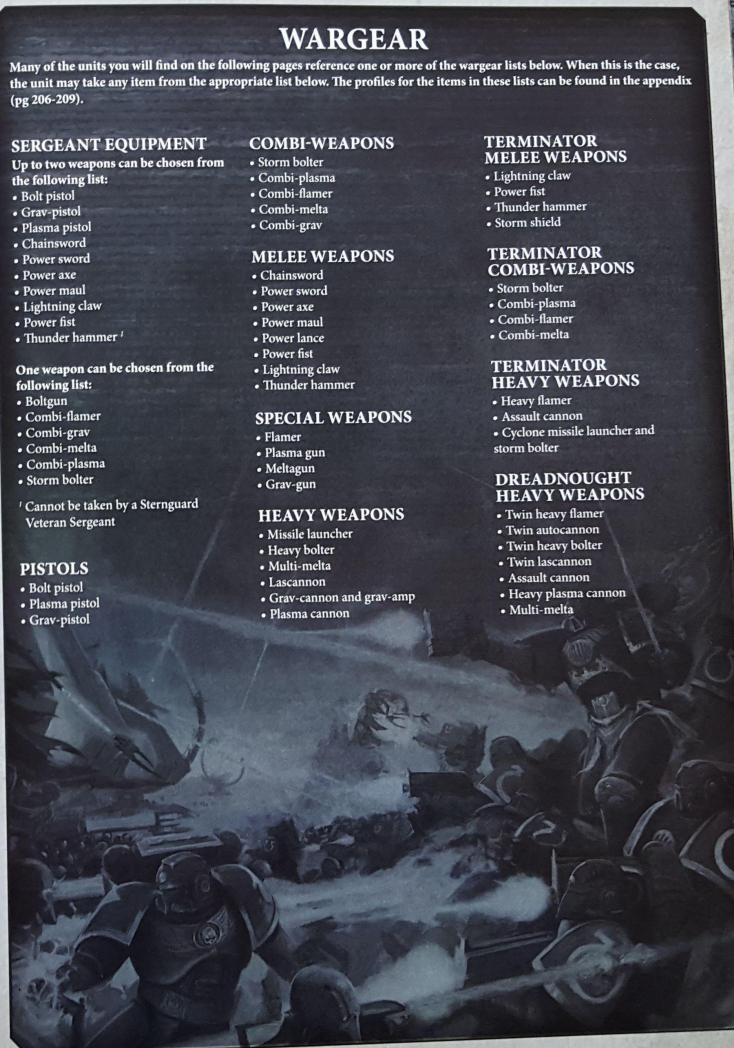
- Storm bolter
- Combi-plasma
- Combi-flamer
- Combi-melta

### TERMINATOR HEAVY WEAPONS

- Heavy flamer
- Assault cannon
- Cyclone missile launcher and storm bolter

### DREADNOUGHT HEAVY WEAPONS

- Twin heavy flamer
- Twin autocannon
- Twin heavy bolter
- Twin lascannon
- Assault cannon
- Heavy plasma cannon
- Multi-melta





## CAPTAIN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain	6"	2+	2+	4	4	5	4	9	3+

A Captain is a single model armed with a chainsword, a master-crafted boltgun, frag grenades and Krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- This model may replace its master-crafted boltgun with an item from the *Pistols*, *Combi-weapons* or *Melee Weapons* lists.
- This model may replace its chainsword with a storm shield, relic blade or an item from the *Melee Weapons* list.
- This model may take a jump pack (**Power Rating +1**). If it does, its Move characteristic is increased to 12" and it gains the **JUMP PACK** and **FLY** keywords.

**ABILITIES**

**And They Shall Know No Fear** (pg 10)

**Rites of Battle:** You can re-roll hit rolls of 1 made for friendly <CHAPTER> units within 6" of this model.

**Iron Halo:** This model has a 4+ invulnerable save.

**Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**Jump Pack Assault:** During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** CHARACTER, INFANTRY, CAPTAIN



## CAPTAIN

### IN TERMINATOR ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain in Terminator Armour	5"	2+	2+	4	4	6	4	9	2+

A Captain in Terminator Armour is a single model armed with a power sword and storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Wrist-mounted grenade launcher	12"	Assault D3	4	1	1	-
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-
Relic blade	Melee	Melee	+2	-3	D3	-

**WARGEAR OPTIONS**

- This model may replace its storm bolter with an item from the *Terminator Combi-weapons* or *Terminator Melee Weapons* lists.
- This model may replace its power sword with a relic blade, chainfist, storm shield or an item from the *Terminator Melee Weapons* list.
- A Captain in Terminator Armour with a power fist can also be equipped with a wrist-mounted grenade launcher.

**ABILITIES**

**And They Shall Know No Fear** (pg 10)

**Iron Halo:** This model has a 4+ invulnerable save.

**Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**Teleport Strike:** During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

**Rites of Battle:** You can re-roll hit rolls of 1 made for friendly <CHAPTER> units within 6" of this model.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** CHARACTER, INFANTRY, TERMINATOR, CAPTAIN



## CAPTAIN

### IN CATAPHRACTII ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain in Cataphractii Armour	4"	2+	2+	4	4	6	4	9	2+

A Captain in Cataphractii Armour is a single model armed with a power sword and combi-bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-
Relic blade	Melee	Melee	+2	-3	D3	-

**WARGEAR OPTIONS**

- This model may replace its combi-bolter with an item from the *Combi-weapons* or *Terminator Melee Weapons* lists.
- This model may replace its power sword with a relic blade, a chainfist or an item from the *Terminator Melee Weapons* list.

**ABILITIES**

**And They Shall Know No Fear** (pg 10)

**Teleport Strike:** During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

**Cataphractii Armour and Iron Halo:** This model has a 3+ invulnerable save, but you must halve the result of the dice rolled when determining how far this model Advances.

**Rites of Battle:** You can re-roll hit rolls of 1 made for friendly <CHAPTER> units within 6" of this model.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** CHARACTER, INFANTRY, TERMINATOR, CAPTAIN



## CAPTAIN

### IN GRAVIS ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain in Gravis Armour	5"	2+	2+	4	5	6	5	9	3+

A Captain in Gravis Armour is a single model armed with a master-crafted power sword and a boltstorm gauntlet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Boltstorm gauntlet (shooting)	12"	Pistol 3	4	0	1	-
Boltstorm gauntlet (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Master-crafted power sword	Melee	Melee	User	-3	2	-

**ABILITIES**

**And They Shall Know No Fear** (pg 10)

**Iron Halo:** This model has a 4+ invulnerable save.

**Rites of Battle:** You can re-roll hit rolls of 1 made for friendly <CHAPTER> units within 6" of this model.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** CHARACTER, INFANTRY, MK X GRAVIS, PRIMARIS, CAPTAIN

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POWER

## CAPTAIN ON BIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain on Bike	14"	2+	2+	4	5	6	4	9	3+

A Captain on Bike is a single model armed with a chainsword, a master-crafted boltgun, frag grenades and krak grenades. His Space Marine bike is equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- This model may replace its master-crafted boltgun with an item from the *Pistols, Combi-weapons or Melee Weapons* lists.
- This model may replace its chainsword with a storm shield or an item from the *Melee Weapons* list.

**ABILITIES**

**And They Shall Know No Fear** (pg 10)

**Iron Halo:** This model has a 4+ invulnerable save.

**Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**Rites of Battle:** You can re-roll hit rolls of 1 made for friendly <CHAPTER> units within 6" of this model.

**Turbo-boost:** When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** BIKER, CHARACTER, CAPTAIN

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POWER

## LIBRARIAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Librarian	6"	3+	3+	4	4	4	3	9	3+

A Librarian is a single model armed with a force stave, a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- This model may replace its bolt pistol with a boltgun or an item from the *Pistols or Combi-weapons* lists.
- This model may replace its force stave with a force sword or a force axe.
- This model may take a jump pack (**Power Rating** +1). If it does, its Move characteristic is increased to 12" and it gains the **JUMP PACK** and **FLY** keywords.

**ABILITIES**

**And They Shall Know No Fear** (pg 10)

**Psychic Hood:** You can add 1 to Deny the Witch tests you take for this model against enemy **PSYKERS** within 12".

**Jump Pack Assault:** During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

**PSYKER**

This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* power and two psychic powers from the Librarian discipline (pg 10).

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** CHARACTER, INFANTRY, PSYKER, LIBRARIAN

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POWER

## LIBRARIAN IN TERMINATOR ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Librarian in Terminator Armour	5"	3+	3+	4	4	5	3	9	2+

A Librarian in Terminator Armour is a single model armed with a force stave and storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-

**WARGEAR OPTIONS**

- This model may replace its storm bolter with a storm shield or an item from the *Terminator Combi-weapons* list.
- This model may replace its force stave with a force sword or a force axe.

**ABILITIES**

**And They Shall Know No Fear** (pg 10)

**Crux Terminatus:** This model has a 5+ invulnerable save.

**Storm Shield:** A model with a storm shield has a 3+ invulnerable save.

**Psychic Hood:** You can add 1 to Deny the Witch tests you take for this model against enemy **PSYKERS** within 12".

**Teleport Strike:** During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

**PSYKER**

This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* power and two psychic powers from the Librarian discipline (pg 10).

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** CHARACTER, INFANTRY, TERMINATOR, PSYKER, LIBRARIAN

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POWER

## LIBRARIAN ON BIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Librarian on Bike	14"	3+	3+	4	5	5	3	9	3+

A Librarian on Bike is a single model armed with a force stave, a bolt pistol, frag grenades and krak grenades. His Space Marine bike is equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- This model may replace its bolt pistol with a boltgun or an item from the *Pistols or Combi-weapons* lists.
- This model may replace its force stave with a force sword or a force axe.

**ABILITIES**

**And They Shall Know No Fear** (pg 10)

**Psychic Hood:** You can add 1 to Deny the Witch tests you take for this model against enemy **PSYKERS** within 12".

**Turbo-boost:** When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

**PSYKER**

This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* power and two psychic powers from the Librarian discipline (pg 10).

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** BIKER, CHARACTER, PSYKER, LIBRARIAN



## TECHMARINE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Techmarine	6"	3+	2+	4	4	4	3	8	2+

A Techmarine is a single model armed with a power axe, a servo-arm, a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Conversion beamer	42"	Heavy D3	6	0	1	Attacks from a conversion beamer that target enemies at over half its range are resolved at Strength 8, AP -1 and Damage 2.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Plasma cutter	12"	Assault 1	7	-3	1	When attacking with this weapon, choose one of the profiles below.
- Standard	12"	Assault 1	8	-3	2	On a hit roll of 1, the bearer is slain.
- Supercharge	12"	Assault 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power axe	Melee	Melee	+1	-2	1	-
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- This model may replace its bolt pistol with a boltgun or an item from the *Pistols* or *Combi-weapons* lists.
- This model may replace its power axe with an item from the *Melee Weapons* list.
- This model may replace its servo-arm with a conversion beamer.
- This model may take a servo-harness (**Power Rating +1**), which comprises an additional servo-arm, a plasma cutter and a flamer. If it does this, neither servo-arm may be replaced with a conversion beamer.

**ABILITIES**

And They Shall Know No Fear (pg 10)

**Blessing of the Omnissiah:** At the end of your Movement phase this model can repair a single <CHAPTER> VEHICLE within 1". That model regains D3 lost wounds. A model can only be repaired once per turn.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** CHARACTER, INFANTRY, TECHMARINE



## SERVITORS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Servitor	5"	5+	5+	3	3	1	1	6	4+

This unit contains 4 Servitors. Each model is armed with a servo-arm.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma cannon	36"	Heavy D3	7	-3	1	When attacking with this weapon, choose one of the profiles below.
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.

**WARGEAR OPTIONS**

- Up to two Servitors may replace their servo-arm with a heavy bolter, plasma cannon or multi-melta.

**ABILITIES**

**Mindlock:** Servitors improve both their Weapon Skill and Ballistic Skill to 4+, and their Leadership to 9, whilst they are within 6" of any friendly TECHMARINES.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** INFANTRY, SERVITORS



## TECHMARINE ON BIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Techmarine on Bike	14"	3+	2+	4	5	5	3	8	2+

A Techmarine on Bike is a single model armed with a power axe, a servo-arm, a bolt pistol, frag grenades and krak grenades. His Space Marine bike is equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Conversion beamer	42"	Heavy D3	6	0	1	Attacks from a conversion beamer that target enemies at over half its range are resolved at Strength 8, AP -1 and Damage 2.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Plasma cutter	12"	Assault 1	7	-3	1	When attacking with this weapon, choose one of the profiles below.
- Standard	12"	Assault 1	8	-3	2	On a hit roll of 1, the bearer is slain.
- Supercharge	12"	Assault 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Power axe	Melee	Melee	+1	-2	1	-
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- This model may replace its bolt pistol with a boltgun or an item from the *Pistols* or *Combi-weapons* lists.
- This model may replace its power axe with an item from the *Melee Weapons* list.
- This model may replace its servo-arm with a conversion beamer.
- This model may take a servo-harness (**Power Rating +1**), which comprises an additional servo-arm, a plasma cutter and a flamer. If it does this, neither servo-arm may be replaced with a conversion beamer.

**ABILITIES**

And They Shall Know No Fear (pg 10)

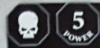
**Blessing of the Omnissiah:** At the end of your Movement phase this model can repair a single <CHAPTER> VEHICLE within 1". That model regains D3 lost wounds. A model can only be repaired once per turn.

**Turbo-boost:** When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** BIKER, CHARACTER, TECHMARINE





## CHAPLAIN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaplain	6"	2+	3+	4	4	4	3	9	3+

A Chaplain is a single model armed with a crozius arcanum, a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolgun	24"	Rapid Fire 1	4	0	1	-
Crozius arcanum	Melee	Melee	+1	-1	2	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARBEAR OPTIONS**

- This model may replace its bolt pistol with a bolgun, power fist or an item from the *Pistols* or *Combi-weapons* lists.
- This model may take a jump pack (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the **JUMP PACK** and **FLX** keywords.

**ABILITIES** And They Shall Know No Fear (pg 10) Rosarius: This model has a 4+ invulnerable save.

**Litanies of Hate:** You can re-roll failed hit rolls in the Fight phase for friendly <CHAPTER> units within 6" of this model.

**Spiritual Leaders:** All friendly <CHAPTER> units within 6" of this model can use the Chaplain's Leadership instead of their own.

**Jump Pack Assault:** During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** CHARACTER, INFANTRY, CHAPLAIN



Chaplains stir the spirits of their fellow battle-brothers with rousing litanies of righteous hatred.

## 7 CHAPLAIN IN TERMINATOR ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaplain in Terminator Armour	5"	2+	3+	4	4	5	3	9	2+

A Chaplain in Terminator Armour is a single model armed with a crozius arcantum and a storm bolter.

A Chaplain in Terminator Armour is a single model armed with a crozius arcantum and a storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Crozius arcantum	Melee	Melee	+1	-1	2	-

**WARGEAR OPTIONS** • This model may replace its storm bolter with an item from the *Terminator Combi-weapons* list.

**ABILITIES** And They Shall Know No Fear (pg 10)

**Rosarius:** This model has a 4+ invulnerable save.

**Litanies of Hate:** You can re-roll failed hit rolls in the Fight phase for friendly <CHAPTER> units within 6" of this model.

**Spiritual Leaders:** All friendly <CHAPTER> units within 6" of this model can use the Chaplain's Leadership instead of their own.

**Teleport Strike:** During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** CHARACTER, INFANTRY, TERMINATOR, CHAPLAIN

## 6 CHAPLAIN ON BIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaplain on Bike	14"	2+	3+	4	5	5	3	9	3+

A Chaplain on Bike is a single model armed with a crozius arcantum, a bolt pistol, frag grenades and krak grenades. His Space Marine bike is equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Crozius arcantum	Melee	Melee	+1	-1	2	-

**WARGEAR OPTIONS** • This model may replace its bolt pistol with a boltgun, power fist or an item from the *Pistols or Combi-weapons* lists.

**ABILITIES** And They Shall Know No Fear (pg 10)

**Litanies of Hate:** You can re-roll failed hit rolls in the Fight phase for friendly <CHAPTER> units within 6" of this model.

**Rosarius:** This model has a 4+ invulnerable save.

**Spiritual Leaders:** All friendly <CHAPTER> units within 6" of this model can use the Chaplain's Leadership instead of their own.

**Turbo-boost:** When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

**Spiritual Leaders:** All friendly <CHAPTER> units within 6" of this model can use the Chaplain's Leadership instead of their own.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** BIKER, CHARACTER, CHAPLAIN

## 3 APOTHECARY

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Apothecary	6"	3+	3+	4	4	4	3	8	3+

An Apothecary is a single model armed with a bolt pistol, chainsword, frag grenades and krak grenades.

An Apothecary is a single model armed with a bolt pistol, chainsword, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee		User	0	1
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES** And They Shall Know No Fear (pg 10)

**Narthecium:** At the end of any of your Movement phases, the Apothecary can attempt to heal or revive a single model. Select a friendly <CHAPTER> INFANTRY or BIKER unit within 3" of the Apothecary. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If the Apothecary fails to revive a model he can do nothing else for the remainder of the turn (shoot, charge, fight, etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** CHARACTER, INFANTRY, APOTHECARY

## 4 APOTHECARY ON BIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Apothecary on Bike	14"	3+	3+	4	5	5	3	8	3+

An Apothecary on Bike is a single model armed with a bolt pistol, chainsword, frag grenades and krak grenades. His Space Marine bike is equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee		User	0	1
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES** And They Shall Know No Fear (pg 10)

**Narthecium:** At the end of any of your Movement phases, the Apothecary can attempt to heal or revive a single model. Select a friendly <CHAPTER> INFANTRY or BIKER unit within 3" of the Apothecary. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If the Apothecary fails to revive a model he can do nothing else for the remainder of the turn (shoot, charge, fight, etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.

**Turbo-boost:** When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** BIKER, CHARACTER, APOTHECARY



## PRIMARIS LIEUTENANTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Lieutenant	6"	2+	3+	4	4	5	4	8	3+

This unit contains a single Primaris Lieutenant. It can include 1 additional Primaris Lieutenant (Power Rating +4). Each model is armed with a master-crafted auto bolt rifle, a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Master-crafted auto bolt rifle	24"	Assault 2	4	0	2	-
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**  
• Any model may replace his master-crafted auto bolt rifle with a power sword.

**ABILITIES**  
And They Shall Know No Fear (pg 10)

**FACTION KEYWORDS**  
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS**  
CHARACTER, INFANTRY, PRIMARIS, LIEUTENANTS

**Company Heroes:** During deployment, all models in this unit must be set up at the same time, though they do not need to be set up in unit coherency. From that point onwards, each Primaris Lieutenant is treated as a separate unit.

**Tactical Precision:** You can re-roll wound rolls of 1 for friendly <CHAPTER> units that are within 6" of this model.



## COMPANY ANCIENT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Company Ancient	6"	3+	3+	4	4	4	3	8	3+

A Company Ancient is a single model armed with a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**  
• This model may replace its bolt pistol with a boltgun, or an item from the *Pistols, Combi-weapons or Melee Weapons* lists.

**ABILITIES**  
And They Shall Know No Fear (pg 10)

**FACTION KEYWORDS**  
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS**  
CHARACTER, INFANTRY, ANCIENT, COMPANY ANCIENT

**Astartes Banner:** <CHAPTER> units within 6" of any friendly <CHAPTER> ANCIENTS add 1 to their Leadership. In addition, roll a D6 each time a <CHAPTER> INFANTRY model is destroyed within 6" of any friendly <CHAPTER> ANCIENTS, before removing the model as a casualty. On a 4+ that model musters one last surge of strength before succumbing to its wounds; it can either shoot with one of its weapons as if it were the Shooting phase, or make a single attack as if it were the Fight phase.



## COMPANY ANCIENT ON BIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Company Ancient on Bike	14"	3+	3+	4	5	5	3	8	3+

A Company Ancient on Bike is a single model armed with a bolt pistol, frag grenades and krak grenades. His Space Marine bike is equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**  
• This model may replace its bolt pistol with a boltgun, or an item from the *Pistols, Combi-weapons or Melee Weapons* lists.

**ABILITIES**  
And They Shall Know No Fear (pg 10)

**Astartes Banner:** <CHAPTER> units within 6" of any friendly <CHAPTER> ANCIENTS add 1 to their Leadership. In addition, roll a D6 each time a <CHAPTER> INFANTRY model is destroyed within 6" of any friendly <CHAPTER> ANCIENTS, before removing the model as a casualty. On a 4+ that model musters one last surge of strength before succumbing to its wounds; it can either shoot with one of its weapons as if it were the Shooting phase, or make a single attack as if it were the Fight phase.

**Turbo-boost:** When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

**FACTION KEYWORDS**  
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS**  
BIKER, CHARACTER, ANCIENT, COMPANY ANCIENT



## PRIMARIS ANCIENT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Ancient	6"	3+	3+	4	4	5	4	8	3+

A Primaris Ancient is a single model armed with a bolt rifle, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES** And They Shall Know No Fear (pg 10)

Astartes Banner: <CHAPTER> units within 6" of any friendly <CHAPTER> ANCIENTS add 1 to their Leadership. In addition, roll a D6 each time a <CHAPTER> INFANTRY model is destroyed within 6" of any friendly <CHAPTER> ANCIENTS, before removing the model as a casualty. On a 4+ that model musters one last surge of strength before succumbing to its wounds; it can either shoot with one of its weapons as if it were the Shooting phase, or make a single attack as if it were the Fight phase.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** CHARACTER, INFANTRY, PRIMARIS, ANCIENT



## COMPANY CHAMPION

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Company Champion	6"	2+	3+	4	4	4	3	8	3+

A Company Champion is a single model armed with a bolt pistol, master-crafted power sword, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Master-crafted power sword	Melee	Melee	User	-3	2	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES** And They Shall Know No Fear (pg 10)

**Honour or Death:** This model must make a Heroic Intervention if it is able to do so. In addition, you can re-roll any failed hit rolls for this model in the Fight phase when targeting a CHARACTER.

**Combat Shield:** This model has a 5+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** CHARACTER, INFANTRY, COMPANY CHAMPION



## COMPANY CHAMPION

ON BIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Company Champion on Bike	14"	2+	3+	4	5	5	3	8	3+

A Company Champion on Bike is a single model armed with a bolt pistol, master-crafted power sword, frag grenades and krak grenades. His Space Marine bike is equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Master-crafted power sword	Melee	Melee	User	-3	2	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES** And They Shall Know No Fear (pg 10)

**Honour or Death:** This model must make a Heroic Intervention if it is able to do so. In addition, you can re-roll any failed hit rolls for this model in the Fight phase when targeting a CHARACTER.

**Combat Shield:** This model has a 5+ invulnerable save.

**Turbo-boost:** When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** BIKER, CHARACTER, COMPANY CHAMPION





### COMPANY VETERANS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine Veteran	6"	3+	3+	4	4	1	2	8	3+
Veteran Sergeant	6"	3+	3+	4	4	1	3	9	3+

This unit contains 1 Veteran Sergeant and 1 Space Marine Veteran. It can include up to 3 additional Space Marine Veterans (Power Rating +5). Each model is armed with a bolt pistol, chainsword, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- The Veteran Sergeant may replace his bolt pistol and chainsword with items from the *Sergeant Equipment* list.
- Any Space Marine Veteran may replace their bolt pistol with a storm shield or an item from the *Melee Weapons or Pistols* lists.
- Any Space Marine Veteran may replace their chainsword with a storm shield, a boltgun, or an item from the *Melee Weapons, Pistols, Combi-weapons or Special Weapons* list.

**ABILITIES**

**And They Shall Know No Fear** (pg 10)

**Command Squad Bodyguard:** Roll a dice each time a friendly <CHAPTER> CHARACTER loses a wound whilst they are within 3" of this unit; on a 2+ a model from this squad can intercept that hit – the character does not lose a wound but this unit suffers a mortal wound.

**Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** INFANTRY, COMPANY VETERANS



The Command Squad, comprised of Company Veterans and specialis...



### COMPANY VETERANS ON BIKES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine Veteran Biker	14"	3+	3+	4	5	2	2	8	3+
Veteran Biker Sergeant	14"	3+	3+	4	5	2	3	9	3+

This unit contains 1 Veteran Biker Sergeant and 1 Space Marine Veteran Biker. It can include up to 3 additional Space Marine Veteran Bikers (Power Rating +8). Each model is equipped with a bolt pistol, a chainsword, frag grenades and krak grenades. Each of their Space Marine bikers is equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- The Veteran Biker Sergeant may replace his bolt pistol and chainsword with items from the *Sergeant Equipment* list.
- Any Space Marine Veteran Biker may replace their bolt pistol with a storm shield or an item from the *Melee Weapons or Pistols* lists.
- Any Space Marine Veteran Biker may replace their chainsword with a storm shield, a boltgun, or an item from the *Melee Weapons, Pistols, Combi-weapons or Special Weapons* list.

**ABILITIES**

**And They Shall Know No Fear** (pg 10)

**Biker Bodyguard:** Roll a dice each time a friendly <CHAPTER> BIKER CHARACTER loses a wound whilst they are within 3" of this unit; on a 2+ a model from this squad can intercept that hit – the character does not lose a wound but this unit suffers a mortal wound.

**Turbo-boost:** When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

**Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** BIKER, COMPANY VETERANS





## TACTICAL SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine	6"	3+	3+	4	1	1	7	3+	
Space Marine Sergeant	6"	3+	3+	4	4	1	2	8	3+

This unit contains 1 Space Marine Sergeant and 4 Space Marines. It can include up to 5 additional Space Marines (Power Rating +4). Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

- WARGEAR OPTIONS**
- The Space Marine Sergeant may replace his bolt pistol and boltgun with items from the *Sergeant Equipment* list.
  - If the unit contains fewer than ten models, one Space Marine may replace his boltgun with an item from the *Special Weapons* or *Heavy Weapons* list.
  - If the unit contains ten models, one Space Marine may replace his boltgun with an item from the *Special Weapons* list and one other Space Marine may replace his boltgun with an item from the *Heavy Weapons* list.

**ABILITIES**  
And They Shall Know No Fear (pg 10)  
Combat Squads: Before any models are deployed at the start of the game, a Tactical Squad containing 10 models may be split into two units, each containing 5 models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>  
**KEYWORDS** INFANTRY, TACTICAL SQUAD



Tactical Squads are filled with versatile and deadly warriors armed w



## SCOUT SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Scout	6"	3+	3+	4	4	1	1	7	4+
Scout Sergeant	6"	3+	3+	4	4	1	2	8	4+

This unit contains 1 Scout Sergeant and 4 Scouts. It can include up to 5 additional Scouts (Power Rating +4). Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Astartes shotgun	12"	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.	
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Heavy bolter	36"	Heavy 3	5	-1	1	-	
Missile launcher	When attacking with this weapon, choose one of the profiles below.						
- Frag missile	48"	Heavy D6	4	0	1	-	
- Krak missile	48"	Heavy 1	8	-2	D6	-	
Sniper rifle	36"	Heavy 1	4	0	1	This weapon may target a CHARACTER even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.	
Combat knife	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

- WARGEAR OPTIONS**
- The Scout Sergeant may replace his bolt pistol and boltgun with items from the *Sergeant Equipment* list.
  - Any model may replace his boltgun with a sniper rifle, an Astartes shotgun or a combat knife.
  - One Scout may replace his boltgun with a heavy bolter or a missile launcher.
  - Any model may take a camo cloak.

**ABILITIES**  
And They Shall Know No Fear (pg 10)  
Combat Squads: Before any models are deployed at the start of the game, a Scout Squad containing 10 models may be split into two units, each containing 5 models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>  
**KEYWORDS** INFANTRY, SCOUT, SCOUT SQUAD



Space Marine Scouts are trained in guerilla warfare and sabotage, and sow fear and confusion ahead of the main advance.



## INTERCESSOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Intercessor	6"	3+	3+	4	4	2	2	7	3+
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+

This unit contains 1 Intercessor Sergeant and 4 Intercessors. Each model is armed with a bolt rifle, a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES** And They Shall Know No Fear (pg 10)

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** INFANTRY, PRIMARIS, INTERCESSOR SQUAD



## IMPERIAL SPACE MARINE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Imperial Space Marine	6"	3+	3+	4	4	4	3	8	3+

The Imperial Space Marine is a single model. He is armed with a disintegration combi-gun, a disintegration pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Disintegration combi-gun	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Disintegration gun	18"	Rapid Fire 1	5	-3	D6	-
Disintegration pistol	9"	Pistol 1	5	-3	D6	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES** And They Shall Know No Fear (pg 10)

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** INFANTRY, CHARACTER, IMPERIAL SPACE MARINE



## HONOUR GUARD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Honour Guard	6"	3+	3+	4	4	2	2	9	2+

This unit contains 2 Honour Guard. Each model is armed with a boltgun, bolt pistol, power axe, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Boltgun	24"	Rapid Fire 1	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Power axe	Melee	Melee	+1	-2	1	-
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Relic blade	Melee	Melee	+2	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS** • Any model may replace his power axe with a power sword, power lance, power maul or relic blade.

**ABILITIES** And They Shall Know No Fear (pg 10)

**Honour Guard:** Roll a D6 each time a friendly <CHAPTER> CHARACTER loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that hit – the CHARACTER does not lose a wound but this unit suffers a mortal wound.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** INFANTRY, HONOUR GUARD



...the field, the Chapter Champion and Chapter Ancient at the forefront of their advance.



## CHAPTER ANCIENT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chapter Ancient	6"	3+	3+	4	4	4	3	9	2+

The Chapter Ancient is a single model armed with a power sword, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**  
And They Shall Know No Fear (pg 10)

Astartes Banner: <CHAPTER> units within 6" of any friendly <CHAPTER> ANCIENTS add 1 to their Leadership. In addition, roll a D6 each time a <CHAPTER> INFANTRY model is destroyed within 6" of any friendly <CHAPTER> ANCIENTS, before removing the model as a casualty. On a 4+ that model musters one last surge of strength before succumbing to its wounds; it can either shoot with one of its weapons as if it were the Shooting phase, or make a single attack as if it were the Fight phase.

**FACTION KEYWORDS**  
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS**  
CHARACTER, INFANTRY, ANCIENT, CHAPTER ANCIENT



## CHAPTER CHAMPION

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chapter Champion	6"	2+	3+	4	4	4	4	9	2+

The Chapter Champion is a single model armed with a boltgun, a bolt pistol, a power sword, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Champion's blade	Melee	Melee	User	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Power axe	Melee	Melee	+1	-2	1	-
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Relic blade	Melee	Melee	+2	-3	D3	-
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- This model may replace his boltgun with a Champion's blade.
- This model may replace his power sword with a power axe, power lance, power maul, thunder hammer or relic blade.

**ABILITIES**  
And They Shall Know No Fear (pg 10)

Honour or Death: This model must make a Heroic Intervention if it is able to do so. In addition, you can re-roll any failed hit rolls for this model in the Fight phase when targeting a CHARACTER.

**FACTION KEYWORDS**  
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS**  
CHARACTER, INFANTRY, CHAPTER CHAMPION



## CENTURION ASSAULT SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Centurion	4"	3+	3+	5	5	3	2	7	2+
Centurion Sergeant	4"	3+	3+	5	5	3	3	8	2+

This unit contains 1 Centurion Sergeant and 2 Centurions. It can include up to 3 additional Centurions (Power Rating +15). Each model is armed with siege drills, two flammers and Centurion assault launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Siege drills	Melee	Melee	x2	-4	3	-

**WARGEAR OPTIONS**

- Any model may replace its two flammers with two meltaguns.
- Any model may replace its Centurion assault launchers with a hurricane bolter.

**ABILITIES**  
And They Shall Know No Fear (pg 10)

Centurion Assault Launchers: If a model with Centurion assault launchers finishes a charge move within 1" of an enemy unit, roll a D6 - on a 4+ that unit suffers a mortal wound.

Combat Squads: Before any models are deployed at the start of the game, a Centurion Assault Squad containing 6 models may be split into two units, each containing 3 models.

Omniscience: Enemy units do not receive the benefit to their saving throws for being in cover against attacks made by a unit that includes a Centurion Sergeant.

**FACTION KEYWORDS**  
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS**  
INFANTRY, CENTURION, CENTURION ASSAULT SQUAD



## STERNGUARD VETERAN SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine Veteran	6"	3+	3+	4	4	1	2	8	3+
Veteran Sergeant	6"	3+	3+	4	4	1	3	9	3+

This unit contains 1 Veteran Sergeant and 4 Space Marine Veterans. It can include up to 5 additional Space Marine Veterans (Power Rating +7). Each model is equipped with a special issue boltgun, a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Special issue boltgun	30"	Rapid Fire 1	4	-2	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- The Veteran Sergeant may replace his bolt pistol and special issue boltgun with items from the Sergeant Equipment list.
- The Veteran Sergeant may replace his bolt pistol with an item from the Sergeant Equipment list.
- Up to two Space Marine Veterans may replace their special issue boltgun with a heavy flamer or an item from the Special Weapons, Heavy Weapons or Combi-weapons list.
- Any Space Marine Veteran may replace his special issue boltgun with a weapon from the Combi-weapons list.

**ABILITIES**  
And They Shall Know No Fear (pg 10)

Combat Squads: Before any models are deployed at the start of the game, a Sternguard Veteran Squad containing 10 models may be split into two units, each containing 5 models.

**FACTION KEYWORDS**  
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS**  
INFANTRY, STERNGUARD VETERAN SQUAD



## VANGUARD VETERAN SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine Veteran	6"	3+	3+	4	4	1	2	8	3+
Veteran Sergeant	6"	3+	3+	4	4	1	3	9	3+

This unit contains 1 Veteran Sergeant and 4 Space Marine Veterans. It can include up to 5 additional Space Marine Veterans (Power Rating +7). Each model is armed with a bolt pistol, chainsword, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Relic blade	Melee	Melee	+2	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	-

**WARGEAR OPTIONS**

- The Veteran Sergeant may replace his bolt pistol and chainsword with two items from the following list: a storm shield, a relic blade, or an item from the *Pistols* or *Melee Weapons* lists.
- Any Space Marine Veteran may replace his bolt pistol and chainsword with a storm shield and an item from the *Pistols* or *Melee Weapons* lists, or with two items from the *Pistols* and/or *Melee Weapons* lists.
- One model may take melta bombs.
- The entire unit may take jump packs (Power Rating +1 for a 5-strong unit, or +2 for a 10-strong one). If they do, their Move characteristic is increased to 12" and they gain the **JUMP PACK** and **FLY** keywords.

**ABILITIES**

**And They Shall Know No Fear** (pg 10)

**Jump Pack Assault:** During deployment, if the entire unit has jump packs, you can set them up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above – set them up anywhere on the battlefield that is more than 9" away from any enemy models.

**Combat Squads:** Before any models are deployed at the start of the game, a Vanguard Veteran Squad containing 10 models may be split into two units, each containing 5 models.

**Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** INFANTRY, VANGUARD VETERAN SQUAD



Vanguard Veteran Squads strike like a hammer from the heavens, carving



## DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dreadnought	6"	3+	3+	6	7	8	4	8	3+

A Dreadnought is a single model equipped with an assault cannon, a storm bolter and a Dreadnought combat weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin autocannon	48"	Heavy 4	7	-1	2	-
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-

**WARGEAR OPTIONS**

- This model may replace its assault cannon with an item from the *Dreadnought Heavy Weapons* list.
- This model may replace its Dreadnought combat weapon and storm bolter with a missile launcher or a twin autocannon.
- This model may replace its storm bolter with a heavy flamer.

**ABILITIES**

**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** VEHICLE, DREADNOUGHT



By piloting these walking tanks, severely injured and crippled battle-brothers continue to serve their Chapter.

## VENERABLE DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Venerable Dreadnought	6"	2+	2+	6	7	8	4	8	3+

A Venerable Dreadnought is a single model equipped with an assault cannon, a storm bolter and a Dreadnought combat weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Missile launcher	48"	Heavy D6	4	0	1	-
Frag missile	48"	Heavy 1	8	-2	D6	-
Krak missile	24"	Rapid Fire 2	4	0	1	-
Storm bolter	24"	Rapid Fire 2	7	-1	2	-
Twin autocannon	48"	Heavy 4	x2	-3	3	-
Dreadnought combat weapon	Melee	Melee				-

**WARBEAR OPTIONS**

- This model may replace its assault cannon with a weapon from the *Dreadnought Heavy Weapons* list.
- This model may replace its Dreadnought combat weapon and storm bolter with a missile launcher or a twin autocannon.
- This model may replace its storm bolter with a heavy flamer.

**ABILITIES**

**Unyielding Ancient:** Roll a D6 each time this model loses a wound; on a 6 the damage is ignored and that wound is not lost.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** VEHICLE, DREADNOUGHT, VENERABLE DREADNOUGHT

## CONTEPTOR DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Contemptor Dreadnought	*	*	*	7	7	10	4	8	3+

A Contemptor Dreadnought is a single model equipped with a multi-melta, a combi-bolter and a Dreadnought combat weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Kheres pattern assault cannon	24"	Heavy 6	7	-1	1	-
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-

**WARBEAR OPTIONS**

- This model may replace its multi-melta with a Kheres pattern assault cannon.

**ABILITIES**

**Atomantic Shielding:** This model has a 5+ invulnerable save.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** VEHICLE, DREADNOUGHT, CONTEPTOR DREADNOUGHT

**DAMAGE**  
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	WS
6-10+	9"	2+	2+
3-5	6"	3+	3+
1-2	4"	4+	4+

## IRONCLAD DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ironclad Dreadnought	6"	3+	3+	6	8	8	4	8	3+

An Ironclad Dreadnought is a single model equipped with a seismic hammer, a meltagun, a storm bolter and a Dreadnought combat weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Dreadnought chainfist	Melee	Melee	x2	-4	4	-
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-
Seismic hammer	Melee	Melee	x2	-4	5	When attacking with this weapon, you must subtract 1 from the hit roll.

**WARBEAR OPTIONS**

- This model may replace its seismic hammer with a Dreadnought chainfist.
- This model may replace its Dreadnought combat weapon and storm bolter with a hurricane bolter.
- This model may replace its storm bolter with a heavy flamer.
- This model may replace its meltagun with a heavy flamer.
- This model may take up to two hunter-killer missiles.
- This model may take ironclad assault launchers.

**ABILITIES**

**Wrecker:** You can re-roll hit rolls of 1 for this model if it is equipped with two melee weapons.

**Ironclad Assault Launchers:** If this model is equipped with ironclad assault launchers and finishes a charge move within 1" of an enemy unit, roll a D6. On a 4+ that unit suffers D3 mortal wounds.

**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** VEHICLE, DREADNOUGHT, IRONCLAD DREADNOUGHT



## TERMINATOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Terminator	5"	3+	3+	4	4	2	2	8	2+
Terminator Sergeant	5"	3+	3+	4	4	2	3	9	2+

This unit contains 1 Terminator Sergeant and 4 Terminators. It can include up to 5 additional Terminators (Power Rating +13).  
 • The Terminator Sergeant is armed with a storm bolter and power sword.  
 • Each Terminator is armed with a storm bolter and power fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-

**WARGEAR OPTIONS**

- For every five models in the unit, one Terminator may replace his storm bolter with a weapon from the Terminator Heavy Weapons list.
- Any Terminator may replace his power fist with a chainfist.
- The unit may take a teleport homer.

**ABILITIES**

**And They Shall Know No Fear** (pg 10)

**Combat Squads:** Before any models are deployed at the start of the game, a Terminator Squad containing 10 models may be split into two units, each containing 5 models.

**Teleport Strike:** During deployment, you can set up this unit in a teleportarium chamber instead of placing them on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set them up anywhere on the battlefield that is more than 9" away from any enemy models.

**Teleport Homer:** If this unit has a teleport homer, place it anywhere in your deployment zone when your army deploys. If an enemy model is ever within 9" of the teleport homer, it is deactivated and removed from the battlefield. Whilst there are any friendly <CHAPTER> teleport homers on the battlefield, this unit can perform an emergency teleport instead of moving in its Movement phase. At the end of the Movement phase, remove this unit and then set it up with all models within 6" of a friendly <CHAPTER> teleport homer. That teleport homer is then removed from the battlefield.

**Crux Terminatus:** All models in this unit have a 5+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** INFANTRY, TERMINATOR, TERMINATOR SQUAD



## TERMINATOR ASSAULT SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Terminator	5"	3+	3+	4	4	2	2	8	2+
Terminator Sergeant	5"	3+	3+	4	4	2	3	9	2+

This unit contains 1 Terminator Sergeant and 4 Terminators. It can include up to 5 additional Terminators (Power Rating +13). Each model is armed with two lightning claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

**WARGEAR OPTIONS**

- Any model may replace its two lightning claws with a thunder hammer and storm shield.
- The unit may take a teleport homer.

**ABILITIES**

**And They Shall Know No Fear** (pg 10)

**Combat Squads:** Before any models are deployed at the start of the game, a Terminator Assault Squad containing 10 models may be split into two units, each containing 5 models.

**Teleport Strike:** During deployment, you can set up this unit in a teleportarium chamber instead of placing them on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set them up anywhere on the battlefield that is more than 9" away from any enemy models.

**Crux Terminatus:** All models in this unit have a 5+ invulnerable save.

**Storm Shield:** A model with a storm shield has a 3+ invulnerable save.

**Teleport Homer:** If this unit has a teleport homer, place it anywhere in your deployment zone when your army deploys. If an enemy model is ever within 9" of the teleport homer, it is deactivated and removed from the battlefield. Whilst there are any friendly <CHAPTER> teleport homers on the battlefield, this unit can perform an emergency teleport instead of moving in its Movement phase. At the end of the Movement phase, remove this unit and then set it up with all models within 6" of a friendly <CHAPTER> teleport homer. That teleport homer is then removed from the battlefield.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** INFANTRY, TERMINATOR, TERMINATOR ASSAULT SQUAD





### CATAPHRACTII TERMINATOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cataphractii Terminator	4"	3+	3+	4	4	2	2	8	2+
Cataphractii Sergeant	4"	3+	3+	4	4	2	3	9	2+

This unit contains 1 Cataphractii Sergeant and 4 Cataphractii Terminators. It can include up to 5 additional Cataphractii Terminators (Power Rating +13).

- The Cataphractii Sergeant is armed with a combi-bolter and power sword.
- Each Cataphractii Terminator is armed with a combi-bolter and power fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Grenade harness	12"	Assault D6	4	1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-

**WARGEAR OPTIONS**

- For every five models in the unit, one Cataphractii Terminator may replace his combi-bolter with a heavy flamer.
- Any model may replace his combi-bolter with a lightning claw.
- Any Cataphractii Terminator may replace his power fist with a chainfist or a lightning claw.
- The Cataphractii Sergeant may replace his power sword with a chainfist, a power fist or a lightning claw.
- The Cataphractii Sergeant may take a grenade harness.

**ABILITIES**

**And They Shall Know No Fear** (pg 10)

**Combat Squads:** Before deployment at the start of the game, a Cataphractii Terminator Squad containing 10 models may be split into two units, each containing 5 models.

**Cataphractii Armour:** Models in this unit have a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this model Advances.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** INFANTRY, TERMINATOR, CATAPHRACTII TERMINATOR SQUAD



Only the longest serving veterans of a Chapter still stride to war in a



### TARTAROS TERMINATOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tartaros Terminator	6"	3+	3+	4	4	2	2	8	2+
Tartaros Sergeant	6"	3+	3+	4	4	2	3	9	2+

This unit contains 1 Tartaros Sergeant and 4 Tartaros Terminators. It can include up to 5 additional Tartaros Terminators (Power Rating +13).

- The Tartaros Sergeant is armed with a combi-bolter and power sword.
- Each Tartaros Terminator is armed with a combi-bolter and power fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Grenade harness	12"	Assault D6	4	1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Plasma blaster	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Volkite charger	15"	Heavy 2	5	0	2	-
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-

**WARGEAR OPTIONS**

- For every five models in the unit, one Cataphractii Terminator may replace his combi-bolter with a heavy flamer or a reaper autocannon.
- Any Tartaros Terminator may replace his combi-bolter and power fist with two lightning claws.
- The Tartaros Sergeant may replace his combi-bolter and power sword with two lightning claws.
- Any Tartaros Terminator may replace his power fist with a chainfist or a power fist.
- The Tartaros Sergeant may replace his power sword with a chainfist or a power fist.
- The Tartaros Sergeant may replace his combi-bolter with a plasma blaster or a volkite charger.
- The Tartaros Sergeant may take a grenade harness.
- For every five models in the unit, one model may take a grenade harness.

**ABILITIES**

**And They Shall Know No Fear** (pg 10)

**Combat Squads:** Before deployment at the start of the game, a Tartaros Terminator Squad containing 10 models may be split into two units, each containing 5 models.

**Tartaros Armour:** Models in this unit have a 5+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** INFANTRY, TERMINATOR, TARTAROS TERMINATOR SQUAD



## ASSAULT SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine	6"	3+	3+	4	4	1	1	7	3+
Space Marine Sergeant	6"	3+	3+	4	4	1	2	8	3+

This unit contains 1 Space Marine Sergeant and 4 Space Marines. It can include up to 5 additional Space Marines (Power Rating +4). Each model is armed with a bolt pistol, chainsword, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Chainsword	Melee	Melee			1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Eviscerator	Melee	Melee	x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	-

### WARGEAR OPTIONS

- The Space Marine Sergeant may replace his bolt pistol with an item from the *Melee Weapons or Pistols* lists.
- The Space Marine Sergeant may replace his chainsword with an item from the *Melee Weapons* list.
- The Space Marine Sergeant may take a combat shield.
- The Space Marine Sergeant may take melta bombs.
- Up to two Space Marines may replace their bolt pistol and chainsword with a flamer, or with a plasma pistol and a chainsword.

- For every five models in the unit, one model may replace its bolt pistol and chainsword with an eviscerator.
- The entire unit may take jump packs (Power Rating +1 for a 5-strong unit, or +2 for a 10-strong one). If they do, their Move characteristic is increased to 12" and they gain the **JUMP PACK** and **FLY** keywords.

### ABILITIES

**And They Shall Know No Fear** (pg 10)

**Combat Shield:** A model with a combat shield has a 5+ invulnerable save.

**Combat Squads:** Before any models are deployed at the start of the game, an Assault Squad containing 10 models may be split into two units, each containing 5 models.

**Jump Pack Assault:** During deployment, if the entire unit has jump packs, you can set them up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above – set them up anywhere on the battlefield that is more than 9" away from any enemy models.

### FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

### KEYWORDS

INFANTRY, ASSAULT SQUAD



Assault Squads relish the frenzy of close combat, where their dead



## INCEPTOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inceptor	10"	3+	3+	4	5	2	2	7	3+
Inceptor Sergeant	10"	3+	3+	4	5	2	3	8	3+

This unit contains 2 Inceptors and 1 Inceptor Sergeant. Each model is equipped with two assault bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault bolter	18"	Assault 3	5	-1	1	-

**ABILITIES** **And They Shall Know No Fear** (pg 10)

**Crushing Charge:** Roll a D6 each time an Inceptor finishes a charge move within 1" of an enemy unit; on a 6, that unit suffers a mortal wound.

**Meteoric Descent:** During deployment, you can set up this unit in high orbit instead of placing it on the battlefield. At the end of any of your Movement phases this unit can use a meteoric descent – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

### FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

### KEYWORDS

INFANTRY, JUMP PACK, MK X GRAVIS, PRIMARIS, FLY, INCEPTOR SQUAD



## SCOUT BIKE SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Scout Biker	16"	3+	3+	4	5	2	1	7	4+
Scout Biker Sergeant	16"	3+	3+	4	5	2	2	8	4+

This unit contains 1 Scout Biker Sergeant and 2 Scout Bikers. It can include up to 3 additional Scout Bikers (Power Rating +4) or up to 6 additional Scout Bikers (Power Rating +8). Each model is equipped with a bolt pistol, an Astartes shotgun, a combat knife, frag grenades and krak grenades. Each of their Scout bikes is equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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When attacking with this weapon, choose one of the profiles below.

Astartes grenade launcher	24"	Assault D6	3	0	1	-
- Frag grenade	24"	Assault 1	6	-1	D3	-
- Krak grenade	24"	Assault 1	6	-1	D3	-
Astartes shotgun	12"	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Bolt pistol	12"	Pistol 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Combat knife	Melee	Melee			1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

### WARGEAR OPTIONS

- The Scout Biker Sergeant may replace his bolt pistol with an item from the *Sergeant Equipment* list.
- Up to three Scout Bikers may replace their bike's twin boltgun with an Astartes grenade launcher.

### ABILITIES

**And They Shall Know No Fear** (pg 10)

**Combat Squads:** Before any models are deployed at the start of the game a Scout Bike Squad containing 6 models may be split into two units, each containing 3 models. A Scout Bike Squad containing 9 models may be split into three units, each containing 3 models.

**Turbo-boost:** When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

### FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

### KEYWORDS

BIKER, SCOUT, SCOUT BIKE SQUAD



## BIKE SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine Biker	14"	3+	3+	4	5	2	1	7	3+
Biker Sergeant	14"	3+	3+	4	5	2	2	8	3+
Attack Bike	14"	3+	3+	4	5	4	2	7	3+

This unit contains 1 Biker Sergeant and 2 Space Marine Bikers. It can include up to 3 additional Space Marine Bikers (Power Rating +5) or up to 5 additional Space Marine Bikers (Power Rating +8). It can also include a single Attack Bike (Power Rating +3).

- The Space Marine Bikers and the Biker Sergeant are each equipped with a bolt pistol, frag grenades and Krak grenades. Each of their Space Marine bikes is equipped with a twin boltgun.
- The Space Marine Attack Bike is equipped with a twin boltgun and a heavy bolter, and is crewed by two Space Marines armed with bolt pistols, frag grenades and Krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- The Space Marine Sergeant may replace his bolt pistol with an item from the *Sergeant Equipment* list.
- Any Space Marine Biker may replace his bolt pistol with a chainsword.
- Up to two Space Marine Bikers may replace their bolt pistol with an item from the *Special Weapons* list.
- The Attack Bike may replace its heavy bolter with a multi-melta.

**ABILITIES** And They Shall Know No Fear (pg 10)

**Combat Squads:** Before any models are deployed at the start of the game a Bike Squad containing 6 models may be split into two units, each containing 3 models. A Bike Squad containing 9 models may be split into two units, one of which has 4 models including the Attack Bike.

**Turbo-boost:** When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** BIKER, BIKE SQUAD



## ATTACK BIKE SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Attack Bike	14"	3+	3+	4	5	4	2	7	3+

This unit contains 1 Attack Bike. It can include 1 additional Attack Bike (Power Rating +3) or 2 additional Attack Bikes (Power Rating +6). Each model is equipped with a twin boltgun and a heavy bolter, and is crewed by two Space Marines armed with bolt pistols, frag grenades and Krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- Any model may replace its heavy bolter with a multi-melta.

**ABILITIES** And They Shall Know No Fear (pg 10)

**Turbo-boost:** When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** BIKER, ATTACK BIKE SQUAD



## LAND SPEEDER STORM

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Speeder Storm	18"	3+	3+	4	5	7	2	7	4+

A Land Speeder Storm is a single model equipped with a heavy bolter and a cerberus launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Cerberus launcher	18"	Heavy D6	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

**WARGEAR OPTIONS**

- This model may replace its heavy bolter with a multi-melta, a heavy flamer or an assault cannon.

**ABILITIES** **Open-topped:** Models embarked on this vehicle can shoot in their Shooting phase. They measure range and draw line of sight from any point on the vehicle. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the Land Speeder Storm itself can.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 3" suffers a mortal wound.

**TRANSPORT** This model can transport 5 <CHAPTER> SCOUT INFANTRY models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** VEHICLE, TRANSPORT, LAND SPEEDER, SCOUT, FLY, LAND SPEEDER STORM



## LAND SPEEDERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Speeder	16"	3+	3+	4	5	6	2	7	3+

This unit contains 1 Land Speeder. It can include up to 2 additional Land Speeders (Power Rating +6 per model). Each model is equipped with a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

When attacking with this weapon, choose one of the profiles below.

Typhoon missile launcher	48"	Heavy 2D6	4	0	1	-
Frag missile	48"	Heavy 2	8	-2	D6	-

**WARGEAR OPTIONS**

- Any model may replace its heavy bolter with a multi-melta or a heavy flamer.
- Any model may take an assault cannon, a heavy flamer, a typhoon missile launcher, a heavy bolter or a multi-melta.

**ABILITIES**

**And They Shall Know No Fear** (pg 10)

**Explodes:** If a model in this unit is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 3" suffers a mortal wound.

**Anti-grav Upwash:** Models in this unit have a Move characteristic of 20", instead of 16", whilst the unit contains 3 models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** VEHICLE, FLY, LAND SPEEDERS



## RHINO

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rhino	*	6+	*	6	7	10	*	8	3+

A Rhino is a single model equipped with a storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

**WARGEAR OPTIONS**

- This model may take a hunter-killer missile.
- This model may take an additional storm bolter.

**ABILITIES**

**Self-Repair:** Roll a D6 at the start of each of your turns; on a 6, this model regains one lost wound.

**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**TRANSPORT**

This model can transport 10 <CHAPTER> INFANTRY models. It cannot transport JUMP PACK, TERMINATOR, PRIMARIS or CENTURION models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** VEHICLE, TRANSPORT, RHINO

**DAMAGE**  
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-10+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1



## RHINO PRIMARIS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rhino Primaris	*	6+	*	6	7	10	*	8	3+

A Rhino Primaris is a single model equipped with a twin plasma gun and an orbital array.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Orbital array	72"	Heavy D3	10	-4	D6	This weapon can only be fired once per battle. This weapon can target units that are not visible to the bearer. When targeting units with 10 or more models, change this weapon's Type to Heavy D6.
Twin plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 2	7	-3	1	-
- Supercharge	24"	Rapid Fire 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.

**WARGEAR OPTIONS**

- This model may take a hunter-killer missile.

**ABILITIES**

**Self-Repair:** Roll a D6 at the start of each of your turns; on a 6, this model regains one lost wound.

**Servo-skull Hub:** In each of your Shooting phases, choose one of the following effects:

**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**Targeting Data Skull:** Add 1 to hit rolls made for a single friendly <CHAPTER> unit within 12" of this model until the end of the phase.

**Repair Skull:** Choose a single <CHAPTER> VEHICLE within 12" of this model. That model regains 1 lost wound.

**Vox Skull:** Subtract 1 from Morale tests taken for friendly <CHAPTER> units within 12" of this model until your next Shooting phase.

**TRANSPORT**

This model can transport 6 <CHAPTER> INFANTRY models. It cannot transport JUMP PACK, PRIMARIS, TERMINATOR or CENTURION models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** VEHICLE, TRANSPORT, RHINO PRIMARIS

## RAZORBACK

5 POWERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Razorback	* 6+	*	6	7	10	*	8	3+	

A Razorback is a single model equipped with a twin heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin heavy flamer	8"	Assault 2D6	5	-1	1	This weapon automatically hits its target.
Twin plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 2	7	-3	1	-
- Supercharge	24"	Rapid Fire 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.

**DAMAGE**  
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-10+	12"	3+	3
3-5	6"	4+	3
1-2	3"	5+	1

**WARGEAR OPTIONS**

- This model may replace its twin heavy bolter with a twin lascannon, twin assault cannon, twin heavy flamer or a lascannon and twin plasma gun.
- This model may take a hunter-killer missile.
- This model may take a storm bolter.

**ABILITIES**

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

**TRANSPORT**  
This model can transport 6 <CHAPTER> INFANTRY models. It cannot transport JUMP PACK, TERMINATOR, PRIMARIS or CENTURION models.

**FACTION KEYWORDS**  
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS**  
VEHICLE, TRANSPORT, RAZORBACK

## DROP POD

5 POWERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Drop Pod	0"	-	3+	6	6	8	0	8	3+

A Drop Pod is a single model equipped with a storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deathwind launcher	12"	Assault D6	5	0	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-

**WARGEAR OPTIONS**

- This model may replace its storm bolter with a deathwind launcher.

**ABILITIES**

**Drop Pod Assault:** During deployment, you can set up this model, along with any units embarked within it, in orbit instead of placing it on the battlefield. At the end of any of your Movement phases this model can perform a drop pod assault – set it up anywhere on the battlefield that is more than 9" away from any enemy models. Any models embarked inside must immediately disembark, but they must be set up more than 9" away from any enemy models. Any models that cannot be set up because there is not enough room are slain.

**Immobile:** After this model has been set up on the battlefield it cannot move for any reason, and no units can embark upon it.

**TRANSPORT**  
This model can transport 10 <CHAPTER> INFANTRY models. It cannot transport JUMP PACK, TERMINATOR, PRIMARIS or CENTURION models.

**FACTION KEYWORDS**  
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS**  
VEHICLE, TRANSPORT, DROP POD

## STORMHAWK INTERCEPTOR

9 POWERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stormhawk Interceptor	* 6+	*	6	7	10	*	8	3+	

A Stormhawk Interceptor is a single model equipped with two assault cannons, two heavy bolters and an Icarus stormcannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Icarus stormcannon	48"	Heavy 3	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Las-talon	24"	Heavy 2	9	-3	D6	-
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Typhoon missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-

**DAMAGE**  
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-10+	20-60"	3+	3
3-5	20-40"	4+	D3
1-2	20-25"	5+	1

**WARGEAR OPTIONS**

- This model may replace its two heavy bolters with a skyhammer missile launcher or a typhoon missile launcher.
- This model may replace its Icarus stormcannon with a las-talon.

**ABILITIES**

**Airborne:** This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.

**Supersonic:** Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

**Crash and Burn:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.

**Hard to Hit:** Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

**Infernum Halo-launcher:** You can re-roll save rolls of 1 for this model.

**Interceptor:** You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that can FLY.

**FACTION KEYWORDS**  
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS**  
VEHICLE, FLY, STORMHAWK INTERCEPTOR



Stormhawk Interceptors are deadly air superiority craft; swift, agile and bristling with weaponry.



## STORMTALON GUNSHIP

**DAMAGE**  
Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stormtalon Gunship	6+	6+	6	6	10	8	3+		

REMAINING W	M	BS	A
6-10+	20-50"	3+	3
3-5	20-35"	4+	D3
1-2	20"	5+	1

A Stormtalon Gunship is a single model equipped with a twin assault cannon and two heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Typhoon missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-

**WARGEAR OPTIONS** • This model may replace its two heavy bolters with two lascannons, a skyhammer missile launcher or a typhoon missile launcher.

**ABILITIES**  
**Airborne:** This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.  
**Interceptor:** You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that cannot FLY.

**Supersonic:** Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.  
**Hover Jet:** Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

**Crash and Burn:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>  
**KEYWORDS** VEHICLE, FLY, STORMTALON GUNSHIP



## DEVASTATOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine	6"	3+	3+	4	4	1	1	7	3+
Space Marine Sergeant	6"	3+	3+	4	4	1	2	8	3+
Armorium Cherub	6"	6+	-	2	4	1	1	3	6+

This unit contains 1 Space Marine Sergeant and 4 Space Marines. It can include up to 5 additional Space Marines (Power Rating +4). Each model is armed with a bolgun, bolt pistol, frag grenades and krak grenades. The unit may be accompanied by an Armorium Cherub, which is not armed with any weapons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolgun	24"	Rapid Fire 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS** • The Space Marine Sergeant may replace his bolgun with items from the Sergeant Equipment list.  
• Up to four Space Marines may replace their bolguns with an item from the Heavy Weapons list.

**And They Shall Know No Fear** (pg 10)  
**Armorium Cherub:** Once per game, after a model in this unit has fired, an Armorium Cherub can reload that model's weapons. When it does so, remove the Armorium Cherub and that model can immediately shoot again. The removal of an Armorium Cherub (for any reason) is ignored for the purposes of morale.

**Combat Squads:** Before any models are deployed at the start of the game, a Devastator Squad containing 10 models may be split into two units, each containing 5 models.

**Signum:** Before this unit shoots in the Shooting phase, you can choose one model from this unit that is within 3" of its Sergeant; you can add 1 to hit rolls made for your chosen model's weapons this phase.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>  
**KEYWORDS** INFANTRY, DEVASTATOR SQUAD



ORKS - T'AU EMP  
GENESTEAL

17  
POWER

### CENTURION DEVASTATOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Centurion	4"	3+	3+	5	5	3	2	7	2+
Centurion Sergeant	4"	3+	3+	5	5	3	3	8	2+

This unit contains 1 Centurion Sergeant and 2 Centurions. It can include up to 3 additional Centurions (Power Rating +17). Each model is armed with two heavy bolters and a hurricane bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Centurion missile launcher	36"	Assault D3	8	-2	D3	-
Grav-cannon and grav-amp	24"	Heavy 4	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Lascannon	48"	Heavy 1	9	-3	D6	-

**WARDGAR OPTIONS**  
 • Any model may replace his hurricane bolter with a Centurion missile launcher.  
 • Any model may replace his two heavy bolters with either two lascannons, or a grav-cannon and grav-amp.

**ABILITIES**  
**And They Shall Know No Fear** (pg 10)  
**Combat Squads:** Before any models are deployed at the start of the game, a Centurion Devastator Squad containing 6 models may be split into two units, each containing 3 models.  
**Decimator Protocols:** Models in this unit do not suffer the penalty to hit rolls for moving and firing Heavy weapons.  
**Omniscience:** Enemy units do not receive the benefit to their saving throws for being in cover against attacks made by a unit that includes a Centurion Sergeant.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>  
**KEYWORDS** INFANTRY, CENTURION, CENTURION DEVASTATOR SQUAD

12  
POWER

### HELLBLASTER SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellblaster	6"	3+	3+	4	4	2	2	7	3+
Hellblaster Sergeant	6"	3+	3+	4	4	2	3	8	3+

This unit contains 1 Hellblaster Sergeant and 4 Hellblasters. Each model is armed with a plasma incinerator, a bolt pistol, frag grenades and Krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Plasma incinerator	30"	Assault D6	4	0	1	-
- Standard	30"	Rapid Fire 1	7	-4	1	-
- Supercharge	30"	Rapid Fire 1	8	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**  
**And They Shall Know No Fear** (pg 10)  
**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>  
**KEYWORDS** INFANTRY, PRIMARIS, HELLBLASTER SQUAD

7  
POWER

### THUNDERFIRE CANNON

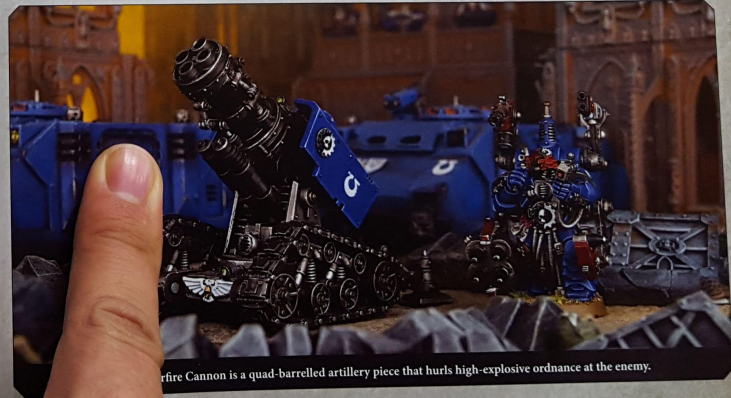
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thunderfire Cannon	3"	6+	3+	3	6	4	1	8	3+
Techmarine Gunner	6"	3+	2+	4	4	2	3	8	2+

This unit contains 1 Thunderfire Cannon and 1 Techmarine Gunner.  
 • The Thunderfire Cannon shoots using the thunderfire cannon profile below.  
 • The Techmarine Gunner is armed with two servo-arms, a bolt pistol, a plasma cutter and a flamer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Plasma cutter	12"	Assault 1	7	-3	1	-
- Standard	12"	Assault 1	8	-3	2	On a hit roll of 1, the bearer is slain.
- Supercharge	12"	Assault 1	7	-3	2	On a hit roll of 1, the bearer is slain.
Thunderfire cannon	60"	Heavy 4D3	5	0	1	This weapon can target units that are not visible to the firing model.
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.

**ABILITIES**  
**And They Shall Know No Fear** (pg 10)  
**Artillery:** A Thunderfire Cannon can only fire its ranged weapon if a friendly <CHAPTER> Techmarine Gunner is within 3". A single Techmarine Gunner cannot operate multiple Thunderfire Cannons in this way in a single turn. If at any point, there are no Techmarine Gunners within 6" of a Thunderfire Cannon, it immediately shuts down and is removed from play.  
**Techmarine Gunner:** A Thunderfire Cannon and its Techmarine Gunner must be deployed as a single group with each model within 3" of the one other. From that point on the Thunderfire Cannon and the Techmarine Gunner act as separate units.  
**Blessing of the Omniscience:** At the end of your Movement phase a Techmarine Gunner can repair a single <CHAPTER> VEHICLE within 1". That model regains D3 lost wounds.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>  
**KEYWORDS (THUNDERFIRE CANNON)** VEHICLE, ARTILLERY, THUNDERFIRE CANNON  
**KEYWORDS (TECHMARINE GUNNER)** CHARACTER, INFANTRY, TECHMARINE



Thunderfire Cannon is a quad-barreled artillery piece that hurls high-explosive ordnance at the enemy.

### 9 Points

## PREDATOR

**DAMAGE**  
Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Predator	*	6+	*	6	7	11	*	8	3+	6-11+	12"	3+	3
										3-5	6"	4+	D3
										1-2	3"	5+	1

A Predator is a single model equipped with a Predator autocannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

**WARGEAR OPTIONS**

- This model may replace its Predator autocannon with a twin lascannon.
- This model may take two heavy bolters or two lascannons.
- This model may take a hunter-killer missile.
- This model may take a storm bolter.

**ABILITIES**

**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** VEHICLE, PREDATOR

### 6 Points

## WHIRLWIND

**DAMAGE**  
Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Whirlwind	*	6+	*	6	7	11	*	8	3+	6-11+	12"	3+	3
										3-5	6"	4+	D3
										1-2	3"	5+	1

A Whirlwind is a single model equipped with a Whirlwind vengeance launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Whirlwind castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units that are not visible to the firing model.
Whirlwind vengeance launcher	72"	Heavy 2D3	7	-1	2	This weapon can target units that are not visible to the firing model.

**WARGEAR OPTIONS**

- This model may replace its Whirlwind vengeance launcher with a Whirlwind castellan launcher.
- This model may take a hunter-killer missile.
- This model may take a storm bolter.

**ABILITIES**

**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** VEHICLE, WHIRLWIND

### 8 Points

## VINDICATOR

**DAMAGE**  
Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Vindicator	*	6+	*	6	8	11	*	8	3+	6-11+	10"	3+	3
										3-5	5"	4+	D3
										1-2	3"	5+	1

A Vindicator is a single model equipped with a demolisher cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

**WARGEAR OPTIONS**

- This model may take a hunter-killer missile.
- This model may take a storm bolter.

**ABILITIES**

**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** VEHICLE, VINDICATOR

### 6 Points

## HUNTER

**DAMAGE**  
Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Hunter	*	6+	*	6	8	11	*	8	3+	6-11+	10"	3+	3
										3-5	5"	4+	D3
										1-2	3"	5+	1

A Hunter is a single model equipped with a skyspear missile launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Skyspear missile launcher	60"	Heavy 1	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can Fly. You can re-roll failed hit rolls for this weapon.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

**WARGEAR OPTIONS**

- This model may take a hunter-killer missile.
- This model may take a storm bolter.

**ABILITIES**

**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** VEHICLE, HUNTER

6										
STALKER										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Stalker	*	6+	*	6	8	11	*	8	3+	

**DAMAGE**  
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-11+	10"	3+	3
3-5	5"	4+	D3
1-6	3"	5+	1

A Stalker is a single model equipped with two Icarus stormcannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle. Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Icarus stormcannon	48"	Heavy 3	7	-1	2	
Storm bolter	24"	Rapid Fire 2	4	0	1	

**WARGEAR OPTIONS**

- This model may take a hunter-killer missile.
- This model may take a storm bolter.

**ABILITIES**

**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

**Explosion:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** VEHICLE, STALKER



By unleashing ceaseless blasts from their assault

15										
STORMRAVEN GUNSHIP										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Stormraven Gunship	*	6+	*	8	7	14	*	9	3+	

**DAMAGE**  
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
8-14+	20-45"	3+	3
4-7	20-30"	4+	D3
1-3	20"	5+	1

A Stormraven Gunship is a single model equipped with a twin assault cannon, a twin heavy bolter and two stormstrike missile launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy 2D3	7	-3	1	-
- Supercharge	36"	Heavy 2D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Typhoon missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-

**WARGEAR OPTIONS**

- This model may replace its twin assault cannon with a twin lascannon or a twin heavy plasma cannon.
- This model may replace its twin heavy bolter with a twin multi-melta or a typhoon missile launcher.
- This model may take two hurricane bolters.

**ABILITIES**

**Airborne:** This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.

**Supersonic:** Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

**Hard to Hit:** Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

**Hover Jet:** Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

**Crash and Burn:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark. On a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.

**Power of the Machine Spirit:** This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

**TRANSPORT** This model can transport 12 <CHAPTER> INFANTRY models and 1 <CHAPTER> DREADNOUGHT. Each JUMP PACK or TERMINATOR model takes the space of 2 other infantry models and each CENTURION takes the space of 3 other infantry models. It cannot transport PRIMARIS models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** VEHICLE, TRANSPORT, FLY, STORMRAVEN GUNSHIP



**19** **LAND RAIDER**

**DAMAGE**  
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider	*	6+	*	8	8	16	*	9	2+

A Land Raider is a single model equipped with a twin heavy bolter and two twin lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle. If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Multi-melta	24"	Heavy 1	8	-4	D6	
Storm bolter	24"	Rapid Fire 2	4	0	1	
Twin heavy bolter	36"	Heavy 6	5	-1	1	
Twin lascannon	48"	Heavy 2	9	-3	D6	

**WARBEAR OPTIONS**

- This model may take a hunter-killer missile.
- This model may take a storm bolter.
- This model may take a multi-melta.

**ABILITIES**

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

**Power of the Machine Spirit:** This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers, until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

**TRANSPORT**

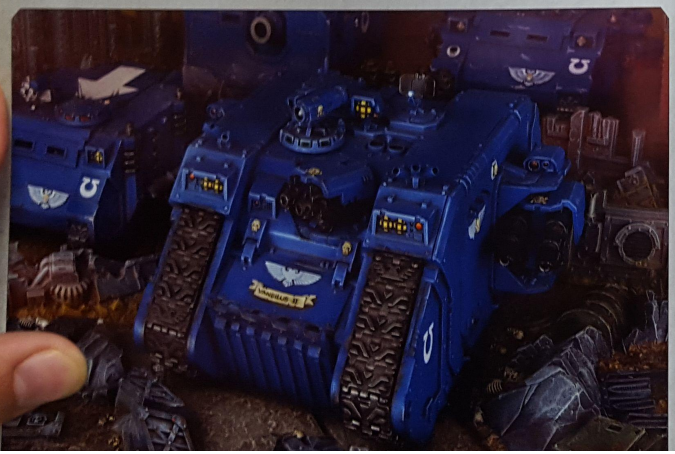
This model can transport 10 <CHAPTER> INFANTRY models. Each JUMP PACK or TERMINATOR model takes the space of two other models and each CENTURION takes the space of three other models. It cannot transport PRIMARIS models.

**FACTION KEYWORDS**

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS**

VEHICLE, TRANSPORT, LAND RAIDER



**17** **LAND RAIDER CRUSADER**

**DAMAGE**  
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider Crusader	*	6+	*	8	8	16	*	9	2+

A Land Raider Crusader is a single model equipped with a twin assault cannon and two hurricane bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	
Twin assault cannon	24"	Heavy 12	6	-1	1	

**WARBEAR OPTIONS**

- This model may take a hunter-killer missile.
- This model may take a storm bolter.
- This model may take a multi-melta.

**ABILITIES**

**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers, until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

**Frag Assault Launchers:** Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds.

**Power of the Machine Spirit:** This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

**TRANSPORT**

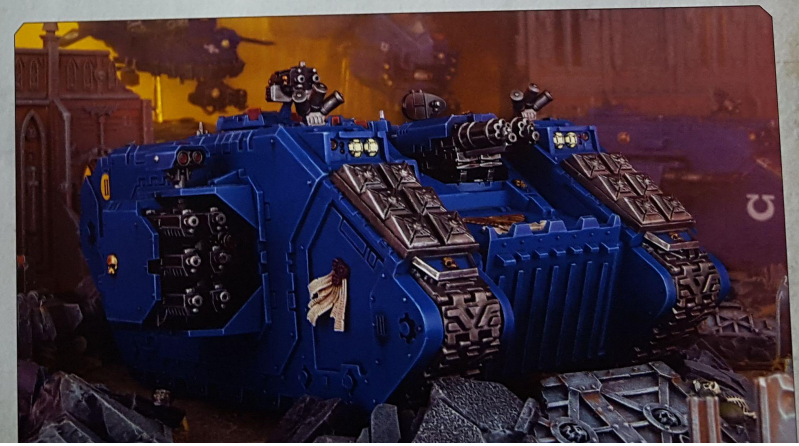
This model can transport 16 <CHAPTER> INFANTRY models. Each JUMP PACK or TERMINATOR model takes the space of two other models and each CENTURION takes the space of three other models. It cannot transport PRIMARIS models.

**FACTION KEYWORDS**

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS**

VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER CRUSADER



18

## LAND RAIDER REDEEMER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider Redeemer	*	6+	*	8	8	16	*	9	2+

A Land Raider Redeemer is a single model equipped with a twin assault cannon and two flamesstorm cannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flamesstorm cannon	8"	Heavy D6	6	-2	2	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-

### WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter.
- This model may take a multi-melta.

### ABILITIES

**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

**Frag Assault Launchers:** Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds.

**Power of the Machine Spirit:** This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

### TRANSPORT

This model can transport 12 <CHAPTER> INFANTRY models. Each JUMP PACK or TERMINATOR model takes the space of two other models and each CENTURION takes the space of three other models. It cannot transport PRIMARIS models.

### FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

### KEYWORDS

VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER REDEEMER

### DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

24

## LAND RAIDER EXCELSIOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider Excelsior	*	6+	*	8	8	16	*	9	2+

This unit contains one Land Raider Excelsior. It is equipped with two twin lascannons and a grav-cannon and grav-amp.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-plasma	24"	Rapid Fire 1	4	0	1	-
Bolgun	24"	Rapid Fire 1	7	-3	1	-
Plasma gun	24"	Rapid Fire 1	7	-3	1	-
Grav-cannon and grav-amp	24"	Heavy 4	5	-3	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

### WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter.
- This model may take a multi-melta.
- This model may take a combi-plasma.

### ABILITIES

**Aquila Aegis Field:** This model has a 5+ invulnerable save.

**Data Augurs:** While this model is within 24" of any friendly <CHAPTER> Rhinos Primaris, add 1 to its hit rolls for shooting attacks.

**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

### TRANSPORT

This model can transport 10 <CHAPTER> INFANTRY models. Each JUMP PACK or TERMINATOR model takes the space of two other models and each CENTURION takes the space of three other models. It cannot transport PRIMARIS models.

### FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

### KEYWORDS

CHARACTER, VEHICLE, LAND RAIDER, TRANSPORT, LAND RAIDER EXCELSIOR

### DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1



The Land Raider Redeemer's fearsome flamesstorm cannons scour en-

18  
Points

## ROBOUITE GUILLIMAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Roboute Guilliman	8"	2+	2+	6	6	9	6	10	2+

Roboute Guilliman is a single model armed with the Emperor's Sword and the Hand of Dominion. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hand of Dominion (shooting)	24"	Rapid Fire 3	6	-1	2	-
The Emperor's Sword	Melee	Melee	+2	-4	3	If you roll a wound roll of 6+ for this weapon, it inflicts D3 mortal wounds in addition to its normal damage.
Hand of Dominion (melee)	Melee	Melee	x2	-3	3	-

**ABILITIES**

**And They Shall Know No Fear** (pg 10)

**Armour of Fate:** Roboute Guilliman has a 3+ invulnerable save. In addition, the first time Roboute Guilliman is reduced to 0 wounds, roll a D6. On a 4+ set him up again at the end of the phase, as close as possible to his previous position and more than 1" from any enemies, with D6 wounds remaining.

**Author of the Codex:** If your army is Battle-forged, you receive an additional 3 Command Points if Roboute Guilliman is your Warlord.

**Master of Battle:** You can add 1 to Advance and charge rolls for friendly IMPERIUM units within 12" of Roboute Guilliman, and re-roll hit rolls of 1 and failed Morale tests for these units.

**XIII Primarch:** You can re-roll any failed hit and wound rolls for friendly ULTRAMARINES units within 6" of Roboute Guilliman.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES  
**KEYWORDS** CHARACTER, MONSTER, PRIMARCH, ROBOUITE GUILLIMAN



Roboute Guilliman leads the Ultramarines, a living legend.

13  
Points

## MARNEUS CALGAR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Marneus Calgar	5"	2+	2+	4	4	7	5	9	2+

Marneus Calgar is a single model armed with the Gauntlets of Ultramar and a relic blade. Only one MARNEUS CALGAR may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauntlets of Ultramar (shooting)	24"	Rapid Fire 2	4	-1	2	-
Gauntlets of Ultramar (melee)	Melee	Melee	x2	-3	D3	-
Relic blade	Melee	Melee	+2	-3	D3	-

**ABILITIES**

**And They Shall Know No Fear** (pg 10)

**Armour of Antiochus:** Marneus Calgar has a 4+ invulnerable save. In addition, all damage suffered by Marneus Calgar is halved (rounding up).

**Chapter Master:** You can re-roll failed hit rolls for friendly ULTRAMARINES units within 6" of Marneus Calgar.

**Master Tactician:** If your army is Battle-forged, you receive an additional 2 Command Points if Marneus Calgar is your Warlord.

**Teleport Strike:** During deployment, you can set up Marneus Calgar in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases Marneus Calgar can teleport into battle - set him up anywhere on the battlefield that is more than 9" away from any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES  
**KEYWORDS** CHARACTER, INFANTRY, CHAPTER MASTER, TERMINATOR, MARNEUS CALGAR

12  
Points

## MARNEUS CALGAR IN ARTIFICER ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Marneus Calgar in Artificer Armour	6"	2+	2+	4	4	6	5	9	2+

Marneus Calgar in Artificer Armour is a single model armed with the Gauntlets of Ultramar and a relic blade. Only one MARNEUS CALGAR may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauntlets of Ultramar (shooting)	24"	Rapid Fire 2	4	-1	2	-
Gauntlets of Ultramar (melee)	Melee	Melee	x2	-3	D3	-
Relic blade	Melee	Melee	+2	-3	D3	-

**ABILITIES**

**And They Shall Know No Fear** (pg 10)

**Chapter Master:** You can re-roll any failed hit rolls for friendly ULTRAMARINES units within 6" of Marneus Calgar.

**Iron Halo:** Marneus Calgar in Artificer Armour has a 4+ invulnerable save.

**Master Tactician:** If your army is Battle-forged, you receive an additional 2 Command Points if Marneus Calgar is your Warlord.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES  
**KEYWORDS** CHARACTER, INFANTRY, CHAPTER MASTER, MARNEUS CALGAR



## CAPTAIN SICARIUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain Sicarius	6"	2+	2+	4	4	5	4	9	2+

Captain Sicarius is a single model armed with the Talassarian Tempest Blade, a plasma pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	12"	Pistol 1	7	-3	1	-
- Standard	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Talassarian Tempest Blade	Melee	Melee	User	-3	D3	Any wound rolls of 6+ made for this weapon cause D3 mortal wounds instead of the normal damage.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES** And They Shall Know No Fear (pg 10)

**Iron Halo:** Captain Sicarius has a 4+ invulnerable save.

**Rites of Battle:** You can re-roll hit rolls of 1 made for ULTRAMARINES units within 6" of Captain Sicarius.

**Battle-forged Heroes:** Friendly ULTRAMARINES Tactical Squads within 6" of Captain Sicarius can always fight first in the Fight phase, even if they didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES

**KEYWORDS** CHARACTER, INFANTRY, CAPTAIN, SICARIUS



## CHIEF LIBRARIAN TIGURIUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chief Librarian Tigurius	6"	3+	3+	4	4	4	3	9	3+

Chief Librarian Tigurius is a single model armed with the Rod of Tigurius, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Rod of Tigurius	Melee	Melee	+3	-1	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES** And They Shall Know No Fear (pg 10)

**Hood of Hellfire:** You can add 1 to Deny the Witch tests you take for Chief Librarian Tigurius against enemy PSYKERS within 12". In addition, you can re-roll failed Psychic tests taken for Chief Librarian Tigurius.

**Master of Presence:** Your opponent must subtract 1 from hit rolls for attacks that target Chief Librarian Tigurius.

**PSYKER** Chief Librarian Tigurius can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. He knows the *Smit* power and three psychic powers from the Librarian discipline (pg 10).

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES

**KEYWORDS** CHARACTER, INFANTRY, LIBRARIAN, PSYKER, TIGURIUS



## CHAPLAIN CASSIUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaplain Cassius	6"	2+	3+	4	5	4	3	9	3+

Chaplain Cassius is a single model armed with Infernus, a bolt pistol, a crozius arcanum, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Infernus	12"	Pistol 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Crozius arcanum	Melee	Melee	+1	-1	2	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES** And They Shall Know No Fear (pg 10)

**Litanies of Hate:** You can re-roll failed hit rolls in the Fight phase for friendly ULTRAMARINES units within 6" of Chaplain Cassius.

**Rosarius:** Chaplain Cassius has a 4+ invulnerable save.

**Inspired Retribution:** Roll a dice each time a friendly ULTRAMARINES model within 6" of Chaplain Cassius is slain in the Fight phase. On a 6, the unit that made that attack suffers a mortal wound after it has finished making its attacks.

**Spiritual Leader:** All friendly ULTRAMARINES units that are within 6" of Chaplain Cassius in the Morale phase can use his Leadership instead of their own.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES

**KEYWORDS** CHARACTER, INFANTRY, CHAPLAIN, CASSIUS



## SERGEANT TELION

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sergeant Telion	7"	3+	2+	4	4	4	2	8	4+

Sergeant Telion is a single model armed with Quietus, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Quietus	36"	Heavy 2	4	-1	D3	When Sergeant Telion fires this weapon he may target an enemy CHARACTER even if it is not the closest enemy unit.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES** And They Shall Know No Fear (pg 10)

**Voice of Experience:** In each of your Shooting phases, you can add 1 to all hit rolls made for a single friendly ULTRAMARINES SCOUT unit within 3" of Sergeant Telion.

**Infiltrator:** When you set up Sergeant Telion during deployment, he can set up anywhere on the battlefield that is more than 9" from the enemy deployment zone.

**Camo Cloak:** You can add 2 to saving throws made for Sergeant Telion when he receives the benefits of cover, instead of 1.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES

**KEYWORDS** CHARACTER, INFANTRY, SCOUT, TELION



## SERGEANT CHRONUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sergeant Chronus (Tank Commander)	As vehicle		2+	As vehicle					
Sergeant Chronus (Infantry)	6"	3+	2+	4	4	4	2	8	3+

A single ULTRAMARINES Rhino, Razorback, Predator, Vindicator, Whirlwind, Hunter, Stalker, Land Raider, Land Raider Crusader or Land Raider Redeemer in your army can take Sergeant Chronus as an upgrade. Your army may only include one Sergeant Chronus.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**  
And They Shall Know No Fear (pg 10)

**Tank Commander:** Sergeant Chronus always begins the game commanding a vehicle (see above). Whilst commanding the vehicle, use that vehicle's normal profile, weapons, abilities, keywords and characteristics, with the exception of its Ballistic Skill - use Sergeant Chronus' Ballistic Skill of 2+ when firing with the vehicle instead. If Sergeant Chronus is commanding a vehicle at the start of your turn, he can restore one lost wound it has suffered.

If Sergeant Chronus' vehicle has been reduced to 0 wounds, set him up within 3" before removing the vehicle from the battlefield. He is treated as a passenger disembarking from a destroyed transport. Assuming he survives, Sergeant Chronus then uses the Infantry profile above and the keywords below. He is equipped with a bolt pistol, servo-arm, and frag and krak grenades.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES  
**KEYWORDS** CHARACTER, INFANTRY, CHRONUS



## TYRANNIC WAR VETERANS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tyrannic War Veteran	6"	3+	3+	4	4	1	2	8	3+
Veteran Sergeant	6"	3+	3+	4	4	1	3	9	3+

This unit contains 1 Veteran Sergeant and 3 Tyrannic War Veterans. It can include up to 6 additional Tyrannic War Veterans (Power Rating +6). Each model is equipped with a special issue boltgun, a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Special issue boltgun	30"	Rapid Fire 1	4	-2	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**  
And They Shall Know No Fear (pg 10)

**Combat Squads:** Before any models are deployed at the start of the game, a unit of Tyrannic War Veterans containing 10 models may be split into two units, each containing 5 models.

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

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES  
**KEYWORDS** INFANTRY, TYRANNIC WAR VETERANS



## TERMINUS ULTRA

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Terminus Ultra	*	6+	*	8	8	16	*	9	2+

**DAMAGE**  
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

A Terminus Ultra is a single model equipped with three twin lascannons and two lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

**WARBEAR OPTIONS**  
• This model may take a hunter-killer missile.  
• This model may take a storm bolter.  
• This model may take a multi-melta.

**ABILITIES**  
**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers: until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.  
**Power of the Machine Spirit:** This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.  
**Power Overload:** If you roll three or more hit rolls of 1 for this model's lascannons or twin lascannons in the same phase, it experiences a power overload and suffers 6 mortal wounds.  
**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

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



# IMPERIAL FISTS

The Sons of Dorn are masters of siege warfare and constructing fortifications, an implacable and utterly unyielding Chapter who have defended the Imperium for long millennia. They are the indefatigable protectors of Mankind and the guardians of Holy Terra itself, and are ever prepared to pay the ultimate price to secure victory.

The Imperial Fists earned their reputation for resolute determination and stubborn refusal to accede defeat during the glorious Great Crusade. During this grand endeavour, their unrivalled skill at siege warfare was utilised to earn the compliance of countless worlds. Under the command of Rogal Dorn, their stoic and unshakable Primarch, the Fists earned accolade after accolade, and were chosen by the Emperor to be the praetorians of

Terra, the cradle of Humanity and the centre of his power. When the Primarch Horus rose up in rebellion against his father, the Fists were one of the few loyalist Chapters not to suffer hideous loss of life in the opening exchanges of the Heresy. As reports filtered through to Dorn regarding the true horror of the civil war that was now engulfing the Imperium, the Fists began to oversee the fortification of Terra, knowing full well that the Arch-Traitor's fleets and armies would cleave a bloody path through the galaxy with the ultimate goal of assaulting the throne-world.

The Siege of Terra was undoubtedly the Imperial Fists' finest hour, and though their eventual victory came at appalling cost, it perfectly showcased the fighting style of these resolute warriors. When afforded the time to construct their own fortifications and lace their kill-zones with mines, trip-wires and overlapping fields of fire, the Imperial Fists can hold their ground against a force many times their size. Where other Chapters specialise in the lightning assault, the Fists prefer to pin the enemy in place with artillery bombardments and heavy weapon fusillades, before dispatching any survivors with a punishing storm of precision bolter fire.

Imperial Fists do not seek adulation or glory for their countless battle honours. To the Sons of Dorn, the true worth is to be found in the performance of such deeds, not in their recounting. Pride is a dangerous thing, and in the past the Chapter has suffered terribly due to the innate stubbornness inherited from their Primarch, and their utter refusal to retreat. The Fists face a constant battle of will to overcome this psychological flaw, and it is a testament to their stoicism that several times in their history they have recovered from losses that would have destroyed any other Chapter. Indeed, their sheer obstinacy has led to many astonishing victories against seemingly impossible odds.

*'We stand against the rising tide of Chaos. None shall move us, or lay us low. Our foes shall batter themselves bloody against the fortress of our contempt, and grind their bones to powder upon the ramparts of our disdain. And when they are naught but dust upon the wind, we will remain.'*

*- Captain Lydoro, Imperial Fists 4th Company*



## CAPTAIN LYSANDER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain Lysander	5"	2+	2+	4	4	6	4	9	2+
Captain Lysander is a single model armed with the Fist of Dorn. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Fist of Dorn	Melee	Melee	+6	-3	3	And They Shall Know No Fear (pg 10)			
ABILITIES	<p><b>Iron Halo and Storm Shield:</b> Captain Lysander has a 3+ invulnerable save.</p> <p><b>Rites of Battle:</b> You can re-roll hit rolls of 1 made for friendly <b>IMPERIAL FISTS</b> units within 6" of Captain Lysander.</p> <p><b>Teleport Strike:</b> During deployment, you can set up Captain Lysander in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases Captain Lysander can teleport into battle – set him up anywhere on the battlefield that is more than 9" away from any enemy models.</p> <p><b>Icon of Obstinacy:</b> Add 1 to the Leadership of all friendly <b>IMPERIAL FISTS</b> units within 6" of Captain Lysander.</p>								
FACTION KEYWORDS	<b>IMPERIUM, ADEPTUS ASTARTES, IMPERIAL FISTS</b>								
KEYWORDS	<b>CHARACTER, INFANTRY, CAPTAIN, TERMINATOR, LYSANDER</b>								



Captain Darnath Lysander has smashed the life from countless Chaos champions with the artefact weapon known as the Fist of Dorn.

# CRIMSON FISTS

A successor Chapter of the Imperial Fists, the Crimson Fists have inherited their progenitor's grim resolve and unwillingness to admit defeat. Despite suffering a tragedy that crippled their Chapter's strength, these warriors have clawed their way back from the abyss, and continue to fight on in the name of the Emperor.

The Crimson Fists Chapter was formed during the Second Founding, as the galaxy recovered from the trauma of the Horus Heresy. During the years of reunification and reparation that followed, they proved themselves true descendants of the Primarch Rogal Dorn, fighting in dozens of campaigns across the galaxy. Such was their zeal and rigid adherence to the Codex Astartes that they became highly trusted agents of the Imperium, and were often tasked with missions of particular importance.



It was many years later, when the Ork horde of Waaagh! Snagrod fell upon their home planet of Rynn's World, that the Crimson Fists would face their greatest test. As the greenskin armies descended upon their fortress-cities, the Chapter unleashed its full might, fighting with a furious determination and courage that would have stirred the heart of Dorn himself. Led by their legendary Chapter Master Pedro Kantor, the Crimson Fists slaughtered the Orks by the thousand, and it seemed that this would be another glorious victory to be recorded in the Chapter's histories. It was at this moment of apparent triumph that tragedy struck. A malfunctioning plasma warhead struck the primary munitions magazine of the Crimson Fists' fortress monastery. The resulting detonation was cataclysmic, a billowing explosion of white-hot fire that annihilated six entire companies of Crimson Fists in an instant.

It was only due to the Chapter's innate refusal to give in and the charismatic leadership of Pedro Kantor that this disaster did not become the crux point of the Crimson Fists' defeat. Instead they rallied, gathering the remnants of their brotherhood alongside Rynn's World's surviving militia regiments, and staging a heroic defence. This resistance lasted for eighteen months of bitter fighting. Finally, the Crimson Fists emerged triumphant, though their numbers were tragically few. Yet self-pity and defeatism is not in the nature of the descendants of Rogal Dorn. The Chapter has risen from the ashes of the disaster at Rynn's World, slowly rebuilding their numbers and embarking upon new campaigns of conquest and xenocide. This display of stoicism and willpower has earned the Chapter much respect within the Adeptus Astartes. The furious hatred that the Crimson Fists bear towards the greenskins that laid them low will always burn hot, and Pedro Kantor has used the fire of that hatred to forge his Chapter anew.

*'Let the Orks come by the thousand, or by the tens of thousands; we shall be ready for them. This world is the Emperor's, not theirs, and we shall wash it clean with their blood.'*

*- Pedro Kantor, Chapter Master of the Crimson Fists*



## PEDRO KANTOR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Pedro Kantor	6"	2+	2+	4	4	6	4	9	2+

Pedro Kantor is a single model armed with Dorn's Arrow, a power fist, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dorn's Arrow	24"	Assault 4	4	-1	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**  
And They Shall Know No Fear (pg 10)

**Iron Halo:** Pedro Kantor has a 4+ invulnerable save.

**Chapter Master:** You can re-roll any failed hit rolls for friendly CRIMSON FISTS units within 6" of Pedro Kantor.

**Oath of Rynn:** All friendly CRIMSON FISTS models add 1 to their Attacks characteristic whilst they are within 6" of Pedro Kantor.

**FACTION KEYWORDS**  
IMPERIUM, ADEPTUS ASTARTES, CRIMSON FISTS

**KEYWORDS**  
CHARACTER, INFANTRY, CHAPTER MASTER, PEDRO KANTOR



Chapter Master Pedro Kantor's stubborn determination dragged the Crimson Fists back from the brink of oblivion.

# BLACK TEMPLARS

Driven ever onward to righteous battle, the zealous warriors of the Black Templars launch crusades of conquest and destruction deep into enemy territory. Unlike their fellow Adeptus Astartes brotherhoods, the Templars maintain an absolute belief in the God-Emperor as a divine being.

The Black Templars were one of the Imperial Fists' original successor Chapters. While the majority of the Adeptus Astartes accepted the limitations and demands of the Codex Astartes, the first High Marshal of the Black Templars – the legendary Sigismund – saw the document as a slight against the Primarch Rogal Dorn's teachings. Refusing to adhere to its demands, Sigismund led his warriors into the depths of space, taking the war directly to the enemies of Mankind.

In the centuries since their founding, the Black Templars have drifted ever further from the core tenets of Guilliman's grand work. Their fanatical devotion to the cult of the God-Emperor lends them an iron will and ferocious strength, but also alienates them from their fellow Space Marines, many of whom find their zealotry distasteful. That the Black Templars venerate the Emperor as a literal deity is seen by many other Chapters as a blinkered and dangerous ideology.

Rather than maintaining a single home world from which they recruit and operate, the Black Templars are a fleet-based Chapter. Refusing to adhere to the limit of one thousand active Space Marines as demanded by the Codex Astartes, each Black Templars battle-fleet contains thousands of warriors. These scattered navies embark upon dozens of bloody crusades across the galaxy. Though the current High Marshal, Helbrecht, retains overall authority from his Battle Barge, the *Eternal Crusader*, the Chapter rarely gathers as one – instead, the individual Marshals in charge of each crusade are granted leave to carry out the Templars' divine purge of the xenos and the witch. The Black Templars bear a particular hatred for rogue and alien psykers, whose corrupted power can potentially drag entire planetary systems away from the Emperor's light.

Following the example of High Marshal Sigismund, an unmatched swordsman and the former First Captain of the Imperial Fists Legion, the Black Templars specialise in close combat. Unlike the majority of Space Marine Chapters, they maintain no Scout Company. Instead, their Neophytes are each assigned to an Initiate battle-brother, who trains his apprentice in the art of the sword. By the time these Neophytes are ready to join the Chapter's battleline squads, they wield their blades as an extension of their bodies. True masters of the form who have proved themselves upon hundreds of battlefields are granted ascension to the Marshal's Sword Brethren, elite warriors who are deployed to the most viciously contested zones upon a battlefield.

The Black Templars fight with a merciless, focused aggression, launching themselves upon the foe while bellowing their battle-oaths and prayers to the divine Emperor. The Chapter's single-minded fanaticism has granted them strong ties with the Ecclesiarchy, and it is common to see marching ranks of Black Templars battle-brothers accompanied by frenzied flagellant warriors and mad-eyed priests spitting creeds of eternal hatred against the heretic and the alien.

*"Trust in your hatred for the mutant and the heretic, brothers. Embrace the vengeful wrath you feel within your hearts. In the fires of war we shall honour the divine Emperor, praise be his name."*

*- Marshal Montfort, Excorius Crusade*



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POINTS

## HIGH MARSHAL HELBRECHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
High Marshal Helbrecht	6"	2+	2+	4	4	6	4	9	2+

High Marshal Helbrecht is a single model armed with the Sword of the High Marshals, a combi-melta, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-melta						When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Sword of the High Marshals	Melee	Melee	+1	-3	D3	Helbrecht can make D3 additional attacks with this weapon if he charged in his turn.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**  
**And They Shall Know No Fear** (pg 10)  
**Chapter Master:** You can re-roll any failed hit rolls for friendly BLACK TEMPLARS units within 6" of High Marshal Helbrecht.

**Iron Halo:** High Marshal Helbrecht has a 4+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS

**KEYWORDS** CHARACTER, INFANTRY, CHAPTER MASTER, HIGH MARSHAL HELBRECHT

6  
POINTS

## THE EMPEROR'S CHAMPION

NAME	M	WS	BS	S	T	W	A	Ld	Sv
The Emperor's Champion	6"	2+	3+	4	4	4	4	8	2+

The Emperor's Champion is a single model armed with a Black Sword, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Black Sword	Melee	Melee	+2	-3	D3	You can re-roll any failed wound rolls when attacking with this weapon if the target is a CHARACTER or a MONSTER.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**  
**And They Shall Know No Fear** (pg 10)  
**Slayer of Champions:** You can re-roll any failed hit rolls made for this model in the Fight phase when attacking enemy CHARACTERS.

**Sigismund's Honour:** Add 1 to the Emperor's Champion's Strength and Attacks characteristics whilst he is within 1" of any enemy CHARACTERS.

**Armour of Faith:** The Emperor's Champion has a 4+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS

**KEYWORDS** CHARACTER, INFANTRY, EMPEROR'S CHAMPION



## CHAPLAIN GRIMALDUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaplain Grimaldus	6"	2+	3+	4	4	4	3	9	3+

Chaplain Grimaldus is a single model armed with a crozius arcantum, plasma pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Crozius arcantum	Melee	Melee	+1	-1	2	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**  
**And They Shall Know No Fear** (pg 10)  
**Rosarius:** Chaplain Grimaldus has a 4+ invulnerable save.  
**Litanies of Hate:** You can re-roll any failed hit rolls in the Fight phase for any friendly **BLACK TEMPLARS** units within 6" of Chaplain Grimaldus.  
**Unmatched Zeal:** If you roll a hit roll of 6+ in the Fight phase for a friendly **BLACK TEMPLARS** unit within 6" of Chaplain Grimaldus, you can immediately make 1 additional attack with that model. These bonus attacks do not themselves generate further bonus attacks.  
**Spiritual Leader:** All friendly **BLACK TEMPLARS** units that are within 6" of Chaplain Grimaldus in the Morale phase can use his Leadership instead of their own.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS  
**KEYWORDS** CHARACTER, INFANTRY, CHAPLAIN, GRIMALDUS



## CENOBYTE SERVITORS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cenobyte Servitor	5"	5+	5+	3	3	1	1	6	4+

This unit contains 3 Cenobyte Servitors. Each model is armed with a close combat weapon. Only one unit of Cenobyte Servitors may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Close combat weapon	Melee	Melee	User	0	1	-

**ABILITIES**  
**Mindwiped:** Cenobyte Servitors improve their Weapon Skill to 4+ and their Leadership to 9, whilst they are within 6" of Chaplain Grimaldus.  
**Relic of Helsreach:** Friendly **BLACK TEMPLARS** units automatically pass Morale tests whilst they are within 12" of any models from this unit.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS  
**KEYWORDS** INFANTRY, SERVITORS, CENOBYTE SERVITORS



## CRUSADER SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Initiate	6"	3+	3+	4	4	1	1	7	3+
Neophyte	6"	3+	3+	4	4	1	1	6	4+
Sword Brother	6"	3+	3+	4	4	1	2	8	3+

This unit contains 5 Initiates. It can include up to 5 additional Initiates (Power Rating +4). It can also include up to 5 Neophytes (Power Rating +3) or up to 10 Neophytes (Power Rating +6). A Sword Brother can take the place of one Initiate. Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Astartes shotgun	12"	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARBEAR OPTIONS**

- A Sword Brother may replace his bolt pistol and boltgun with items from the *Sergeant Equipment* list.
- Any Initiate may replace his boltgun with a chainsword.
- One Initiate may replace his boltgun with an item from the *Special Weapons* list.
- One Initiate may replace his boltgun with an item from the *Heavy Weapons* list, or a power sword, power axe, power maul or power fist.
- Any Neophyte may replace his boltgun with an Astartes shotgun or a combat knife.

**ABILITIES**  
**And They Shall Know No Fear** (pg 10)  
**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS  
**KEYWORDS** INFANTRY, CRUSADER SQUAD



High Marshal Helbrecht embodies the uncompromising resolve and martial might of the Black Templars.

# RAVEN GUARD

The Raven Guard are a solemn brotherhood of patient hunters, true masters of the sudden ambush. They launch their stealth strikes from the shadows with a speed and grace that should be impossible for those clad in full battle-plate.

Though for the most part they adhere to the Codex Astartes, the Raven Guard have always remained distant from their fellow Adeptus Astartes. They are by nature a cold and aloof breed. This reserved attitude often draws suspicion from more bellicose Chapters, but the Raven Guard care little. Their keen minds are ever fixed upon their next mission. They watch and they wait, as patient and lethal as death itself, seizing upon the slightest opening in their enemy's defence before falling upon them in a swift, explosive assault.

Raven Guard warriors inherit the pale skin and coal-black hair of their Primarch, the enigmatic Corvus Corax. Where the majority of his brothers sought the most glorious victories and prestigious deeds to impress their gene-father the Emperor, Corax put his unique talents to use in the field of covert operations and subterfuge. Whilst his father's favoured sons – Guilliman, Sanguinius and Horus – were showered with accolades, Corax went about his grim business in the shadows without complaint. Without his Legion's bloody work, numerous wars of compliance would have stalled in their tracks, and countless billions of Imperial lives would have been lost.


To this day the Sons of Corax continue to fight from the shadows, launching lightning assaults upon the enemies of the Imperium.

To better suit this style of warfare, Raven Guard detachments contain large numbers of scouts, jump troops and aircraft – units with the speed and manoeuvrability to quickly encircle and overwhelm the foe. Under the command of one of the Chapter's fiercely independent Shadow Captains – such as the fabled Kayvaan Shrike, recently promoted to Chapter Master after the death of his predecessor during the Damocles Crusade – a Raven Guard company can harry and misdirect a far larger force, striking relentlessly from all sides and inflicting horrific casualties before fading into the shadows once more. Not for the Raven Guard is a drawn-out war of attrition. They pluck the eyes from their enemy, cripple its supply lines and leave it stranded and vulnerable. Only then will the final assault be unleashed, and the prey eliminated with cold fury.

*'I never imagined something so huge could move so fast. One moment that Tau machine was blasting us to hell, and the next it was in pieces, great gouges torn through its torso. All I saw was a blur of raven-black, like the shadows themselves had taken up arms against the xenos. We didn't lose another soul that day.'*

*- Guardsman Heibler, 37th Verdane Sabres*





## KAYVAAN SHRIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kayvaan Shrike	12"	2+	2+	4	4	5	5	9	3+

Kayvaan Shrike is a single model armed with the Raven's Talons, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Raven's Talons	Melee	Melee	User	-3	D3	You can re-roll failed wound rolls for this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**

**And They Shall Know No Fear** (pg 10)

**Chapter Master:** You can re-roll failed hit rolls for friendly RAVEN GUARD units within 6" of Kayvaan Shrike.

**Winged Deliverance:** You can re-roll failed charge rolls for friendly RAVEN GUARD JUMP PACK units within 6" of Kayvaan Shrike.

**Jump Pack Assault:** During deployment, you may set up Kayvaan Shrike high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases, he can make a sudden assault to arrive on the battlefield; set him up anywhere that is more than 9" from any enemy models.

**Iron Halo:** Kayvaan Shrike has a 4+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, RAVEN GUARD

**KEYWORDS** CHARACTER, INFANTRY, CHAPTER MASTER, JUMP PACK, FLY, SHRIKE



Chapter Master Kayvaan Shrike is a legendary figure – a hero of the Imperium and a harbinger of swift death to his enemies.

# SALAMANDERS

The Salamanders are masters in the crafting of destruction upon the battlefield, and experts in the arts of the forge. Their dedication to destroying the Imperium's enemies is only outmatched by their commitment to protect those who reside within it, giving them a reputation for heroism that is very much at odds with their intimidating appearance.

The Salamanders believe that their endless war against the darkness is a test of mettle and endurance. Each battle is a crucible within which they are tempered, made true, and quenched by the blood of the enemy. They hold true to the tenets of their founder, the Primarch Vulkan, whose immortal legacy of valour and selfless courage is borne with pride.

In a galaxy populated with murderous butchers and dangerous madmen, even amongst the ranks of Humanity, the Salamanders shine out as a beacons of virtue. Yet even the common citizens they save from disaster view these armoured saviours with suspicion and fear. The constant fires and radioactive sun of their home world, Nocturne, have reacted with their gene-seed to give the Salamanders coal-black skin and strange red eyes. They wear the scaled skins of the draconic lizards and saurian mega-predators that prowl the mountains of Nocturne, and – having a legendary affinity with fire – stride undaunted through fierce conflagrations as they mow down their enemies. To the ill-educated and superstitious peoples of the Imperium, the appearance of the Salamanders makes them appear as abyssal fiends. If anything, the opposite is true. These warriors may be Angels of Death, but they live only to ensure Humanity's survival in whatever way they can.

The Salamander Chapter is organised into seven warrior houses, for they were given dispensation by Roboute Guilliman in the aftermath of the Heresy to maintain their traditional organisational structure. First amongst them are the legendary

battle-brothers known as the Firedrakes, whose deeds are highly trained in the Imperium's military history. Every Salamander is the works of art that are their favoured weapons. Needless to say, the exceptionally well-crafted tools of war used by the most experienced Salamanders are deadly in the extreme. Many an enemy battle line has melted away to boiling slurry and molten bone under the fire and fury of an assault from the Sons of Vulkan.

## THE LEGACY OF THE PRIMARCH

The treasured relics detailed in the Tome of Fire were forged by Vulkan himself. It is said that should the Salamanders prove skilled enough to find them all and gather them in one place, the Primarch will return to them. As a result, the Chapter has sought them out across the galaxy on a series of epic endeavours that have seen traitor worlds burnt to cinders and alien enclaves reduced to ash. The former Captain of the 4th Company, Forgefather He'stan, wields the Gauntlet of the Forge and the Spear of Vulkan, and wears upon his back the scaled cloak known as Kesar's Mantle. Dogged and indefatigable, he will not cease in his crusade of retrieval until the rest of the Primarch's ancestral artefacts have been born from the usurpers who claimed them and reunited with their rightful owners.



8  
Points

## VULKAN HE'STAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vulkan He'stan	6"	2+	2+	4	4	5	4	9	2+

Vulkan He'stan is a single model armed with the Gauntlet of the Forge, the Spear of Vulkan, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Gauntlet of the Forge	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Spear of Vulkan	Melee	Melee	+2	-2	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**  
**And They Shall Know No Fear** (pg 10)  
**Rites of Battle:** You can re-roll hit rolls of 1 made for friendly SALAMANDERS units within 6' of Vulkan He'stan.

**Forgefather:** You can re-roll failed hit and wound rolls for friendly SALAMANDERS models within 6' of Vulkan He'stan that are firing melta or flame weapons. For the purposes of this ability, a melta weapon is any weapon profile whose name includes the word 'melta' (e.g. meltagun, multi-melta etc.) and a flame weapon is any weapon profile whose name includes the word 'flame' (e.g. flamer, heavy flamer, flamestorm cannon, flamestorm gauntlet etc.). Vulkan He'stan's Gauntlet of the Forge is also a flame weapon.

**Kesar's Mantle:** Vulkan He'stan has a 3+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SALAMANDERS

**KEYWORDS** CHARACTER, INFANTRY, CAPTAIN, VULKAN HE'STAN



Forgefather Vulkan He'stan has searched entire worlds to ashes in his quest to recover the treasures of his lost Primarch.

# WHITE SCARS

Fierce of aspect but noble to the core, the White Scars are huntsmen beyond compare. They run their quarry to the ground with lightning charges, relishing the thrill of the chase and the feeling of the wind on their weather-beaten skin. They bear their wounds with pride, for they hail from a warrior culture that prizes bravery and joy in battle most highly.

The White Scars are recruited from the tribal nomads of Chogoris. Though they are a Codex-adherent Chapter that willingly embraced Guilliman's teachings after the Horus Heresy, they value mounted warfare more than any other. The vast majority will go to battle upon fast-moving but rugged vehicles that bear dents and gouges from many centuries of conflict. It is said the White Scars are born in the saddle, and that they are never truly content unless fighting in a high-octane running battle.

White Scars have a singular appearance. Their armour of white ceramic is emblazoned with stylised scars that echo those carved into their flesh upon inception. When they remove their helmets to better savour the sensations of the battlefield, long topknots whip out from shaved scalps as their triumphant laughter is carried on the wind. Those who have heard of their legendary reputation cover in fear at the sight of white armour glinting in the dawn light, for it usually means they are already encircled and as good as dead.

Though the White Scars are ferocious on the attack, they use their natural flair for lightning assault as a precision tool. They are experts in fieldcraft and the use of the environment against the foe. When they level their well-honed blow it is not as a reckless berserker, but as a master predator entirely focused on the kill.

Just as a Chogorian tribesman forms a bond of mutual respect with his war stallion, a White Scars rider will find a kinship with the machine spirit of his bike. This gives him an innate knowledge of how and when to push his vehicle to the limit. The mounted warriors of the White Scars are famous for truly impressive feats of heroism and skill. A White Scars battle-brother might ride his bike through a promethium inferno to emerge as a blazing herald of death, or veer up the side of a half-shattered tank to soar, bolters blazing, through the air before slamming down with bone-crushing force into the enemies skulking behind it. These warriors take fierce pleasure in their Emperor-given task of slaughter, singing tribal battle chants and revelling in the heat of war as they plough on in search of fresh prey.

Should a company of White Scars declare a Great Hunt against a particularly dangerous foe, it will cross the length of the galaxy in order to claim their adversaries' heads. They take great pains to ensure the enemy's first sight of them is also his last, striking with the speed of a lightning bolt to blast the enemy apart before a retaliatory strike can be levelled in return. In doing so they honour the teachings of their Primarch, Jaghatai Khan.

Though the first and only true master of Chogoris has long since disappeared into the mists of history, the Great Khan's legend is indelibly etched into the annals of the White Scars. It influences their every thought and deed to this day. They organise their companies as brotherhoods, and their Captains are known as Khans, each driven to the heights of excellence by the rivalry that has long thrived between them. When the Chapter musters in

strength the night before war is to commence, these leaders engage in contests of martial prowess or physical strength to determine who has the honour of leading the charge at the dawn of battle. Once the enemy has been bested, the decapitated heads of their champions will be stripped of flesh, dipped in molten silver, and returned to the grand bastions of their fortress monastery – known as Quan Zhou – there to rot in silence upon the spiked walls as a warning for all to see.

Beneath the barbaric practices of these battle-scarred Space Marines lies a rigid code of honour. They give their all to the singular duty of protecting the Imperium; should the need arise, they will pursue their enemy through the most hostile war zones for years on end, and charge without fear into the teeth of the enemy guns.

*'Surround yourself with the greatest warriors at your command, or cower in the deepest darkest hole you can find. It matters not. I shall take your head for the Great Khan and the Emperor.'*

*— Kor'sarro Khan, White Scars Master of the Hunt*



## KOR'SARRO KHAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Kor'sarro Khan	6"	2+	2+	4	4	5	4	9	3+	
Kor'sarro Khan is a single model armed with Moonfang, a bolt pistol, frag grenades and krak grenades. Only one KOR'SARRO KHAN may be included in your army.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Bolt pistol	12"	Pistol 1	4	0	1	-				
Moonfang	Melee	Melee		User	-3	D3	This weapon has Strength x2 if the target is a CHARACTER.			
Frag grenade	6"	Grenade D6	3	0	1	-				
Krak grenade	6"	Grenade 1	6	-1	D3	-				
ABILITIES	And They Shall Know No Fear (pg 10)						For the Khan: Add 1 to the Strength of friendly WHITE SCARS units within 6" of Kor'sarro Khan when they attack in the Fight phase if they charged that turn.			
Rites of Battle: You can re-roll hit rolls of 1 made for friendly WHITE SCARS units within 6" of Kor'sarro Khan.										
Iron Halo: Kor'sarro Khan has a 4+ invulnerable save.										
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, WHITE SCARS									
KEYWORDS	CHARACTER, INFANTRY, CAPTAIN, KOR'SARRO KHAN									



## KOR'SARRO KHAN ON MOONDRAKKAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Kor'sarro Khan on Moondrakkan	14"	2+	2+	4	5	6	4	9	3+	
Kor'sarro Khan on Moondrakkan is a single model armed with Moonfang, a bolt pistol, frag grenades and krak grenades. His Space Marine bike, Moondrakkan, is equipped with a twin boltgun. Only one KOR'SARRO KHAN may be included in your army.										
WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES				
Bolt pistol	12"	Pistol 1	4	0	1	-				
Twin boltgun	24"	Rapid Fire 2	4	0	1	-				
Moonfang	Melee	Melee		User	-3	D3	This weapon has Strength x2 if the target is a CHARACTER.			
Frag grenade	6"	Grenade D6	3	0	1	-				
Krak grenade	6"	Grenade 1	6	-1	D3	-				
ABILITIES	And They Shall Know No Fear (pg 10)						For the Khan: Add 1 to the Strength of friendly WHITE SCARS units within 6" of Kor'sarro Khan when they attack in the Fight phase if they charged that turn.			
Rites of Battle: You can re-roll hit rolls of 1 made for friendly WHITE SCARS units within 6" of Kor'sarro Khan.										
Iron Halo: Kor'sarro Khan has a 4+ invulnerable save.										
Turbo-boost: When Kor'sarro Khan on Moondrakkan Advances, add 6" to his Move characteristic for that Movement phase instead of rolling a dice.										
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, WHITE SCARS									
KEYWORDS	BIKER, CHARACTER, CAPTAIN, KOR'SARRO KHAN									

# LEGION OF THE DAMNED

As if from nowhere they appear, skull-helmed figures wreathed in ethereal flames, their bolters spitting ectoplasmic fire that melts through thick stone and metal with ease, blasting enemies who have taken cover to ash. On battlefields uncoupled these spectral warriors have intervened to reverse the course of battle for the Imperium, only to disappear without a trace.

Over the millennia of war since the end of the Horus Heresy, strange reports have filtered in from across the vast expanse of the Imperium. Multiple accounts have been recorded of silent, ghostly Space Marines emerging from the mists, bolters spitting white-hot fusillades of death into the enemies of the Imperium. Each of these warriors' armour is covered with bleached bones and flame motifs, the macabre iconography of the angry dead, and they inspire a potent terror in those heretics and xenos against whom they march. This eldritch force appears only when all hope seems lost, and though they do not speak a word, the hearts of all who witness their righteous fury are emboldened with a heady mix of dread fear and fresh hope. Those who whisper such tales name these phantasmal saviours the Legion of the Damned.

Countless inquests into these strange warriors have been launched by the Inquisition, but while they have generated dozens of different theories, none have ever been proven. Some believe the Legion are a psychic phenomenon summoned into being by the collective faith of Humanity; others insist that they are the spirits of those loyalist Astartes slain during the Horus Heresy, drawn forth from beyond the veil of death to wreak retribution on their ancient foes. Whatever the truth may be, it cannot be denied that the Legion of the Damned has prevented countless costly defeats for Imperial forces by virtue of their inspiring presence and merciless attacks, and their wrath-light has brought illumination to the blackest of circumstances.

Due to their shrouded origins and mysterious nature, it is impossible to ascertain much about the organisational structure of the Legion, if indeed it even has one; the Legionnaires make no sound at all in battle, and have never communicated in any conventional way with those they have rescued. They simply march forth in the traditional gun lines of the Adeptus Astartes, ignoring the volleys of enemy fire that pass harmlessly through their armour, and unleashing an apocalyptic thunderstorm of bolt rounds in return. When the killing is done and the armies of the Emperor are victorious, the Legion of the Damned depart as mysteriously as they arrived. The scattered, charred bodies of the dead and the tales of wild-eyed survivors are the only clues that they were ever there.



8  
Points

## DAMNED LEGIONNAIRES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	5"	3+	3+	4	4	1	2	10	3+
Legionnaire Sergeant	5"	3+	3+	4	4	1	3	10	3+

This unit contains 1 Legionnaire Sergeant and 4 Legionnaires. It can include up to 5 additional Legionnaires (Power Rating +7). Each model is armed with a boltgun, bolt pistol, frag grenades and Krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target. If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma gun - Standard	24"	Rapid Fire 1	7	-3	1	-
Plasma gun - Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Power fist	Melee	Melee	+1	-2	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

### WARGEAR OPTIONS

- One Legionnaire may replace his boltgun with a flamer, meltagun or plasma gun.
- One Legionnaire may replace his boltgun with a heavy flamer or multi-melta.
- The Legionnaire Sergeant may replace his boltgun with a chainsword, power fist, power axe, power sword or power maul.
- The Legionnaire Sergeant may replace his bolt pistol with a plasma pistol or storm bolter.

### ABILITIES

**And They Shall Know No Fear** (pg 10)

**Aid Unlooked For:** During deployment, you can set up this unit in the aether instead of placing it on the battlefield. At the end of any of your Movement phases this unit can materialise – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

**Flaming Projectiles:** Enemy units do not gain any bonus to their saving throws for being in cover when targeted by shooting attacks made by this unit.

**Unyielding Spectres:** All models in this unit have a 3+ invulnerable save.

### FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, LEGION OF THE DAMNED

### KEYWORDS

INFANTRY, DAMNED LEGIONNAIRES

# BLOOD ANGELS

Nobility. Sacrifice. Glory. These are the hallmarks of all Adeptus Astartes, and no Chapter embodies these ideals with greater zeal than the Blood Angels. Swift and sure, they are the Emperor's blade, and they strike without mercy. Yet for all their accomplishments and deeds of heroism since the Great Crusade, the Blood Angels suffer from a fatal flaw.

Since the dawn of the Imperium the Blood Angels have fought at the vanguard of the Emperor's armies. Again and again they have led from the front, proving themselves exemplars of everything Space Marines should be. These fast-striking elite forces can launch coordinated attacks to sweep away foes, regardless of ground or atmospheric conditions, and seize victory even when vastly outnumbered. Despite having won many laurels, the Blood Angels continue to strive for perfection, ever eager to win further renown. In this, they take after their Primarch, the legendary Sanguinius. Angel-winged and beautiful, Sanguinius was arguably the greatest of his father's sons. A mighty warrior and inspiring leader, Sanguinius' glory was that of a demi-god, and the Legion sired from his blood followed him with unquestioning devotion.

It was during the epic battles at the close of the Horus Heresy that Sanguinius fell, slain by his brother Primarch, the Warmaster Horus. Sanguinius and the Space Marines made from his gene-seed shared a special bond. His tragic death to the Archenemy left a mental scar upon the Chapter, a fate that continues to mar their glory. A flaw in the gene-seed that is passed down from the Primarch to each new generation of Blood Angels causes the warriors to struggle constantly with the excessive rage that dwells within them. The Blood Angels were always aggressive, for to attack was their nature, but this propensity goes beyond bold assaults into berserk frenzies. It is a mark of shame to give in to this Red Thirst, as it is known, in any but the most dire circumstances. Only with rigid discipline can the Blood Angels keep themselves in check. Yet for some not even their mental fortitude is enough to prevent the next stage of their decline – the Black Rage.

Despite the best efforts of luminaries such as Brother Corbulo and Chaplain Lemartes, there is no escaping the curse that haunts Sanguinius' sons. Those Blood Angels that succumb to the Black Rage are quarantined off into their own company, known as the Death Company, and carefully guided by Chaplains. A warrior overcome with the Black Rage becomes mad with fury, slurring the past into the present so that he no longer recognizes his own comrades. Instead, those afflicted often believe they are Sanguinius himself upon the eve of his destruction, with the bloody battles of the Horus Heresy raging all around. These damned souls are gathered and their armour painted black before a Chaplain leads them into battle one final time. In a berserk rage the Death Company storms the deadliest part of the battlefield, each member shrugging off mortal blows to continue the fight until every last drop of their strength is gone.

Every Blood Angel knows it is better to die gloriously in battle than face that decline into bestial madness. And so, to this day, each of those Space Marines tied to Sanguinius' bloodline seek the very boldest of deeds in the hope of leaving behind a shining legacy of sacrifice.

After the devastation of their home world of Baal by an overwhelming invasion of Tyranids from Hive Fleet Leviathan, the Blood Angels have rebuilt their Chapter swiftly with the aid of the Ultramarines Primarch, Roboute Guilliman. In the organisation of their battle-brothers, the Blood Angels largely follow the dictates of Guilliman's text, the Codex Astartes – with a few modifications. They have many more jump pack-equipped warriors than a standard Chapter, as befits their aggressive style of war, and the legendary Baal Predator tank is fitted with turbo-charged engines that enable it to speed after the angelic assault.

Blood Angels Apothecaries are known as Sanguinary Priests, and are adept at handling the unique gene-seed of the Chapter, while Blood Angels Chaplains are trusted not only with the spiritual well-being of their battle-brothers, but also the fate of the Death Company, whom they guide into battle. So respected are these offices that should a Chapter Master fall to the Black Rage, temporary joint command of the Chapter will often be undertaken by the Sanguinary High Priest and the High Chaplain.

Resplendent in their winged armour, the Sanguinary Guard serve as an honour detail, each one a direct descendant of those who once guarded Sanguinius himself. To see them in battle is to glimpse the glory that has maintained the Blood Angels' prominent place in the Imperium for ten thousand years.

Although doomed by their own tragic legacy, the Sons of Sanguinius remain steadfastly loyal in their service to the Emperor. They remain hopeful that one day a cure will be found for their affliction. Until that day they will continue to fight at the vanguard of the Imperium's most deadly battles, ever striving to be remembered in honour rather than disgrace.

## ABILITIES

The following abilities are common to several Blood Angels units:

### And They Shall Know No Fear

You can re-roll failed Morale tests for this unit.

### Black Rage

You can add 1 to this unit's Attacks characteristic in the Fight phase if it charged in the preceding Charge phase. In addition, roll a D6 each time this unit loses a wound. On a roll of 6 the damage is ignored.

### Jump Pack Assault

During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

## BLOOD ANGELS CHAPTER

The following Space Marines datasheets can be from the Blood Angels Chapter. Those that are replace the <CHAPTER> keyword on their datasheet in all instances with **BLOOD ANGELS**. If a Space Marines unit does not appear on the list below, it cannot be from the Blood Angels Chapter, and so cannot have the **BLOOD ANGELS** Faction keyword. **BLOOD ANGELS PSYKERS** generate their psychic powers from the Sanguinary discipline (below) instead of the Librarian discipline.

- Assault Squad (pg 42)
- Attack Bike Squad (pg 45)
- Bike Squad (pg 44)
- Captain (pg 12)
- Captain in Gravis Armour (pg 13)
- Captain in Terminator Armour (pg 12)
- Captain on Bike (pg 14)
- Chaplain (pg 19)
- Chaplain in Terminator Armour (pg 20)
- Chaplain on Bike (pg 20)
- Company Ancient <sup>1</sup> (pg 23)
- Company Champion <sup>1</sup> (pg 24)
- Company Veterans <sup>1</sup> (pg 26)
- Devastator Squad (pg 51)
- Dreadnought (pg 35)
- Drop Pod (pg 48)
- Hellblaster Squad (pg 52)
- Imperial Space Marine (pg 30)
- Inceptor Squad (pg 43)
- Intercessor Squad (pg 30)
- Land Raider (pg 58)
- Land Raider Crusader (pg 59)
- Land Raider Excelsior (pg 61)
- Land Raider Redeemer (pg 60)
- Land Speeders (pg 46)
- Librarian (pg 14)
- Librarian in Terminator Armour (pg 15)
- Librarian on Bike (pg 15)
- Predator (pg 54)
- Primaris Ancient (pg 24)
- Primaris Lieutenants (pg 22)
- Razorback (pg 48)
- Rhino (pg 46)
- Rhino Primaris (pg 47)
- Sanguinary Novitiate – use the Apothecary <sup>1</sup> datasheet (pg 21)
- Scout Bike Squad (pg 43)
- Scout Squad (pg 29)
- Servitors (pg 16)
- Sternguard Veteran Squad (pg 33)
- Stormraven Gunship (pg 57)
- Tactical Squad (pg 28)
- Techmarine <sup>1</sup> (pg 16)
- Techmarine on Bike (pg 17)
- Terminator Assault Squad (pg 39)
- Terminator Squad (pg 38)
- Vanguard Veteran Squad (pg 34)
- Vindicator (pg 55)
- Whirlwind (pg 54)

<sup>1</sup> These units may take jump packs (**Power Rating +1**). If they do so, their Move characteristic is increased to 12" and they gain the **JUMP PACK** and **FLY** keywords, and the Jump Pack Assault ability (pg 88). A Techmarine that takes a jump pack no longer has a servo-arm.

## SANGUINARY DISCIPLINE

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Sanguinary discipline using the table below. You can either roll a D3 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

### SANGUINARY DISCIPLINE

#### D3 PSYCHIC POWER

1	<b>Blood Boil</b> <i>Blood Boil</i> has a warp charge value of 5. If manifested, select a visible enemy unit within 18" of the psyker and roll three dice. The target suffers a mortal wound for each result that equals or exceeds its Toughness characteristic.
2	<b>Shield of Sanguinius</b> <i>Shield of Sanguinius</i> has a warp charge value of 6. If manifested, select a friendly <b>BLOOD ANGELS</b> unit within 12" of the psyker. Until the start of your next Psychic phase, that unit has a 4+ invulnerable save.
3	<b>Unleash Rage</b> <i>Unleash Rage</i> has a warp charge value of 6. If manifested, select a friendly <b>BLOOD ANGELS</b> unit within 12" of the psyker. Until the start of your next Psychic phase, that unit has +1 Attack.

## WARGEAR

Many of the units you will find on the following pages reference one or more wargear lists. When this is the case, the unit may take any item from the appropriate list on pg 11, with the following amendments.

The Blood Angels favour different weapons to other Space Marine Chapters. Add the following weapons to the *Pistols and Sergeant Equipment* lists when equipping Blood Angels units:

- Inferno pistol
- Hand flamer

Add the following weapon to the *Heavy Weapons* list when equipping Blood Angels units:

- Heavy flamer

The profiles for the weapons in these lists can be found in the appendix (pg 207 and 213).

## BLOOD ANGELS SUCCESSOR CHAPTERS

There are many proud Space Marine Chapters that trace their origins to the gene-seed of the Blood Angels. From the frenzied Flesh Tearers to the brooding Angels Vermillion, all share the martial prowess and fiery blood-lust of their forefather Sanguinius. If you wish to theme your army as a Blood Angels successor Chapter, use the rules presented in this section but substitute the **BLOOD ANGELS** keyword in all instances on the datasheets and rules presented in this section with the name of your Blood Angels successor Chapter. Note, however, that named characters that can only be included in your army once cannot be from any other Chapter – Commander Dante is the Chapter Master of the Blood Angels Chapter, and not any successor Chapter.



## COMMANDER DANTE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Commander Dante	12"	2+	2+	4	4	6	6	9	2+

Commander Dante is a single model armed with the Axe Mortalis, an inferno pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
The Axe Mortalis	Melee	Melee	+2	-3	D3	You can re-roll failed wound rolls for this weapon if the target is a CHARACTER.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**  
**And They Shall Know No Fear** (pg 88)  
**Chapter Master:** You can re-roll failed hit rolls for friendly **BLOOD ANGELS** within 6" of Commander Dante.  
**Death Mask:** Enemy units suffer a -1 modifier to their Leadership while they are within 3" of any models wearing a death mask.  
**Iron Halo:** Commander Dante has a 4+ invulnerable save.  
**Jump Pack Assault:** During deployment, you can set up Commander Dante high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases Commander Dante can assault from above - set him up anywhere on the battlefield that is more than 9" away from any enemy models.

**FACTION KEYWORDS**  
**KEYWORDS**  
 IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS  
 CHARACTER, INFANTRY, CHAPTER MASTER, JUMP PACK, FLY, COMMANDER DANTE



## CAPTAIN TYCHO

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain Tycho	6"	2+	2+	4	4	5	4	9	2+

Captain Tycho is a single model armed with Blood Song, a bolt pistol, frag grenades and krak grenades. Only one **TYCHO** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blood Song	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**  
**And They Shall Know No Fear** (pg 88)  
**Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **BLOOD ANGELS** units within 6" of Captain Tycho.  
**Abhor the Beast:** Captain Tycho may make D3 additional close combat attacks if he is within 1" of any enemy ORKS after he has piled in during the Fight phase.  
**Iron Halo:** Captain Tycho has a 4+ invulnerable save.

**FACTION KEYWORDS**  
**KEYWORDS**  
 IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS  
 CHARACTER, INFANTRY, CAPTAIN, TYCHO



## TYCHO THE LOST

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tycho the Lost	6"	2+	2+	4	4	5	4	9	2+

Tycho the Lost is a single model armed with Blood Song, a bolt pistol, frag grenades, krak grenades and an iron halo. Only one **TYCHO** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blood Song	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**  
**And They Shall Know No Fear, Black Rage** (pg 88)  
**Abhor the Beast:** Tycho the Lost may make D3 additional close combat attacks if he is within 1" of any enemy ORKS after he has piled in during the Fight phase.  
**Iron Halo:** Tycho the Lost has a 4+ invulnerable save.

**FACTION KEYWORDS**  
**KEYWORDS**  
 IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS, DEATH COMPANY  
 CHARACTER, INFANTRY, TYCHO



## LIBRARIAN DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Librarian Dreadnought	6"	2+	3+	6	7	8	3	9	3+

A Librarian Dreadnought is a single model armed with a Furioso force halberd, a Furioso fist and a storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target. If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Meltagun	12"	Assault 1	8	-4	D6	-
Furioso fist	Melee	Melee	x2	-3	3	-
Furioso force halberd	Melee	Melee	+4	-4	3	-

**WARGEAR OPTIONS**  
 • This model may replace its storm bolter with a heavy flamer or a meltagun.

**ABILITIES**  
**Psychic Hood:** You can add 1 to Deny the Witch tests you take for this model against enemy **PSYKERS** within 12".  
**Smoke Launchers:** Once per battle, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.  
**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

**PSYKER**  
 This model can attempt to manifest two psychic powers in the friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and two psychic powers from the Sanguinary discipline (pg 89).

**FACTION KEYWORDS**  
**KEYWORDS**  
 IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS  
 CHARACTER, VEHICLE, DREADNOUGHT, LIBRARIAN, PSYKER, LIBRARIAN DREADNOUGHT



## CHIEF LIBRARIAN MEPHISTON

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chief Librarian Mephiston	7"	2+	2+	5	5	5	4	9	2+

Chief Librarian Mephiston is a single model armed with a plasma pistol, the Sanguine Sword, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
Standard	12"	Pistol 1	7	-3	1	-
Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
The Sanguine Sword	Melee	Melee	x2	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**

**And They Shall Know No Fear** (pg 88)

**Lord of Death:** Each time Chief Librarian Mephiston suffers an unsaved wound or a mortal wound roll a D6. On a 5+ the damage is ignored.

**Psychic Hood:** You can add 1 to Deny the Witch tests you take for Chief Librarian Mephiston against enemy **PSYKERS** within 12".

**PSYKER** Chief Librarian Mephiston can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. He knows the *Smite* psychic power and three psychic powers from the Sanguinary discipline (pg 89).

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

**KEYWORDS** CHARACTER, INFANTRY, LIBRARIAN, PSYKER, CHIEF LIBRARIAN MEPHISTON



## THE SANGUINOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
The Sanguinor	12"	2+	2+	4	4	5	5	9	2+

The Sanguinor is a single model armed with an encarmine broadsword, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Encarmine broadsword	Melee	Melee	+2	-4	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**

**And They Shall Know No Fear** (pg 88)

**Aura of Fervour:** You can add 1 to the Attacks characteristic of friendly **BLOOD ANGELS INFANTRY** units within 6" of the Sanguinor.

**Avenging Angel:** The Sanguinor can charge even if he Fell Back in the preceding Movement phase.

**Death Mask:** Enemy units suffer a -1 modifier to their Leadership while they are within 3" of any models wearing a death mask.

**Iron Halo:** The Sanguinor has a 4+ invulnerable save.

**Jump Pack Assault:** During deployment, you can set up the Sanguinor high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases the Sanguinor can assault from above - set him up anywhere on the battlefield that is more than 9" away from any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

**KEYWORDS** CHARACTER, INFANTRY, JUMP PACK, FLY, THE SANGUINOR



## ASTORATH

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Astorath	12"	2+	2+	4	4	5	4	9	2+

Astorath is a single model armed with the Executioner's Axe, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
The Executioner's Axe	Melee	Melee	+1	-3	D3	Each time you roll a wound roll of 6+ for this weapon it causes 3 damage instead of D3.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**

**And They Shall Know No Fear** (pg 88)

**Redeemer of the Lost:** All friendly **BLOOD ANGELS** units within 6" of Astorath can use his Leadership instead of their own. In addition, friendly **DEATH COMPANY** units automatically pass Morale tests if they are within 6" of Astorath.

**Jump Pack Assault:** During deployment, you can set up Astorath high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases Astorath can assault from above - set him up anywhere on the battlefield that is more than 9" away from any enemy models.

**Litanies of Hate:** You can re-roll failed hit rolls in the Fight phase for friendly **BLOOD ANGELS** units within 6" of Astorath.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

**KEYWORDS** CHARACTER, INFANTRY, CHAPLAIN, JUMP PACK, FLY, ASTORATH





## SANGUINARY PRIEST

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sanguinary Priest	6"	2+	3+	4	4	4	3	9	3+

A Sanguinary Priest is a single model armed with a bolt pistol, a chainsword, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- This model may replace his bolt pistol with a boltgun or an item from the *Pistols or Combi-weapons* list.
- This model may replace his chainsword with an item from the *Melee Weapons* list.
- This model may replace his bolt pistol with an item from the *Melee Weapons* list.
- This model may take a jump pack (**Power Rating +1**). If it does, its Move characteristic is increased to 12" and it gains the **JUMP PACK** and **Fly** keywords.

**And They Shall Know No Fear** (pg 88)

**ABILITIES**

**Blood Chalice:** Friendly **BLOOD ANGELS INFANTRY** and **BIKER** units increase their Strength characteristic by 1 whilst they are within 6" of any **SANGUINARY PRIESTS**.

**Narthecium:** At the end of any of your Movement phases, the Sanguinary Priest can attempt to heal or revive a single model. Select a friendly **BLOOD ANGELS INFANTRY** or **BIKER** unit within 3" of the Sanguinary Priest. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If a Sanguinary Priest fails to revive a model in this manner he can do nothing else for the remainder of the turn (shoot, charge, fight etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.

**Jump Pack Assault:** During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

**KEYWORDS** CHARACTER, INFANTRY, SANGUINARY PRIEST



## SANGUINARY PRIEST

ON BIKE



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sanguinary Priest on Bike	14"	2+	3+	4	5	5	3	9	3+

A Sanguinary Priest on Bike is a single model armed with a bolt pistol, a chainsword, frag grenades, krak grenades, a blood chalice and a narthecium. His Space Marine bike is equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- This model may replace his bolt pistol with a boltgun or an item from the *Melee Weapons* list.
- This model may replace his chainsword with an item from the *Melee Weapons* list.

**And They Shall Know No Fear** (pg 88)

**ABILITIES**

**Blood Chalice:** Friendly **BLOOD ANGELS INFANTRY** and **BIKER** units increase their Strength characteristic by 1 whilst they are within 6" of any **SANGUINARY PRIESTS**.

**Narthecium:** At the end of any of your Movement phases, the Sanguinary Priest on Bike can attempt to heal or revive a single model. Select a friendly **BLOOD ANGELS INFANTRY** or **BIKER** unit within 3" of the Sanguinary Priest on Bike. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If a Sanguinary Priest on Bike fails to revive a model in this manner he can do nothing else for the remainder of the turn (shoot, charge, fight etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

**KEYWORDS** BIKER, CHARACTER, SANGUINARY PRIEST



5  
Points

## BROTHER CORBULO

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Brother Corbulo	6"	2+	2+	4	4	5	4	9	3+

Brother Corbulo is a single model armed with Heaven's Teeth, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Heaven's Teeth	Melee	Melee	+1	-1	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**  
**And They Shall Know No Fear** (pg 88)  
**Far-Seeing Eye:** Once per turn you can re-roll a single dice roll made for Brother Corbulo.

**The Red Grail:** Friendly **BLOOD ANGELS** INFANTRY and **BIKER** units increase their Strength characteristic by 1 whilst they are within 6" of any **SANGUINARY PRIESTS**. In addition, each time you make a hit roll of 6+ in the Fight phase for a friendly **BLOOD ANGELS** unit within 6" of Brother Corbulo, that unit may immediately make another close combat attack using the same weapons. These bonus attacks cannot themselves generate any additional close combat attacks.

**Narthecium:** At the end of any of your Movement phases, Brother Corbulo can attempt to heal or revive a single model. Select a friendly **BLOOD ANGELS INFANTRY** or **BIKER** unit within 3" of Brother Corbulo. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If Brother Corbulo fails to revive a model in this manner he can do nothing else for the remainder of the turn (shoot, charge, fight etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS  
**KEYWORDS** CHARACTER, INFANTRY, SANGUINARY PRIEST, BROTHER CORBULO



6  
Points

## SANGUINARY GUARD ANCIENT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sanguinary Guard Ancient	12"	3+	3+	4	4	4	3	9	2+

A Sanguinary Guard Ancient is a single model armed with an angelus boltgun, an encarmine sword, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Angelus boltgun	12"	Assault 2	4	-1	1	-
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma pistol	12"	Pistol 1	7	-3	1	-
Standard	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Supercharge	Melee	Melee	+1	-2	D3	-
Encarmine axe	Melee	Melee	User	-3	D3	-
Encarmine sword	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power fist	6"	Grenade D6	3	0	1	-
Frag grenade	6"	Grenade 1	6	-1	D3	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**  
 • This model may take a death mask.  
 • This model may replace his angelus boltgun with an inferno pistol or a plasma pistol.  
 • This model may replace his encarmine sword with an encarmine axe or a power fist.

**ABILITIES**  
**And They Shall Know No Fear** (pg 88)

**Blood Angels Chapter Banner:** Friendly **BLOOD ANGELS** units within 6" of a Blood Angels Chapter banner do not need to take Morale tests and re-roll wound rolls of 1 in the Fight phase.

**Death Mask:** Enemy units suffer a -1 modifier to their Leadership while they are within 3" of any models wearing a death mask.

**Heirs of Azkaellon:** You can re-roll failed hit rolls for this model if it is within 6" of a **BLOOD ANGELS** Warlord.

**Jump Pack Assault:** During deployment, you can set up this model high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS  
**KEYWORDS** CHARACTER, INFANTRY, ANCIENT, JUMP PACK, FLY, SANGUINARY GUARD





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## TERMINATOR ANCIENT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Terminator Ancient	5"	3+	3+	4	4	5	3	8	2+

A Terminator Ancient is a single model armed with a lightning claw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

**WARGEAR OPTIONS**

- This model may replace his lightning claw with a thunder hammer.

**ABILITIES**

**And They Shall Know No Fear** (pg 88)

**Terminator Armour:** This model has a 5+ invulnerable save.

**Teleport Strike:** During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

**Archangel Standard:** Friendly **BLOOD ANGELS** units within 6" of an Archangel standard add 1 to their Leadership characteristic, and you can re-roll failed hit rolls for them in the Fight phase.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

**KEYWORDS** CHARACTER, INFANTRY, ANCIENT, TERMINATOR



9

## DEATH COMPANY

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Company Marine	6"	3+	3+	4	4	1	2	7	3+

This unit contains 5 Death Company Marines. It may include up to 5 additional Death Company Marines (Power Rating +9) or up to 10 additional Death Company Marines (Power Rating +18). Each model is armed with a bolt pistol, a chainsword, frag grenades and Krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma pistol	12"	Pistol 1	7	-3	1	-
Standard	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Supercharge	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Chainsword	Melee	Melee	+1	-2	1	-
Power axe	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	User	-3	1	-
Power sword	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- Any model may replace his bolt pistol with a boltgun, hand flamer, inferno pistol, plasma pistol, power axe, power fist, power maul or power sword.
- Any model may replace his chainsword with a power axe, power fist, power maul or power sword.
- Any model may replace his chainsword and bolt pistol with a thunder hammer.
- Any model may take jump packs (Power Rating +1 per 5 models). If they do, their Move characteristic is increased to 12" and they gain the **JUMP PACK** and **FLY** keywords.

**ABILITIES**

**And They Shall Know No Fear, Black Rage** (pg 88)

**Jump Pack Assault:** During deployment, if the entire unit has jump packs, you can set them up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above – set them up anywhere on the battlefield that is more than 9" away from any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS, DEATH COMPANY

**KEYWORDS** INFANTRY



## LEMARTES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lemartes	12"	2+	3+	4	4	4	5	9	3+

Lemartes is a single model armed with the Blood Crozius, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
The Blood Crozius	Melee	Melee	+2	-2	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**

**And They Shall Know No Fear, Black Rage** (pg 88)

**Fury Unbound:** You can re-roll failed charge rolls and failed hit rolls in the Fight phase for friendly DEATH COMPANY units within 6" of Lemartes.

**Guardian of the Lost:** All friendly DEATH COMPANY units within 6" of Lemartes can use his Leadership instead of their own.

**Jump Pack Assault:** During deployment, you can set up Lemartes high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases Lemartes can assault from above – set him up anywhere on the battlefield that is more than 9" away from any enemy models.

**Rosarius:** Lemartes has a 4+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS, DEATH COMPANY

**KEYWORDS** CHARACTER, INFANTRY, CHAPLAIN, JUMP PACK, FLY, LEMARTES



## SANGUINARY GUARD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sanguinary Guard	12"	3+	3+	4	4	2	2	8	2+

This unit contains 4 Sanguinary Guard. It may contain up to 6 additional Sanguinary Guard (Power Rating +12). Each Sanguinary Guard is armed with an angelus boltgun, encarmine sword, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Angelus boltgun	12"	Assault 2	4	-1	1	-
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma pistol	12"	Pistol 1	7	-3	1	-
-Standard	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
-Supercharge	Melee	Melee	+1	-2	D3	-
Encarmine axe	Melee	Melee	User	-3	D3	-
Encarmine sword	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power fist	6"	Grenade D6	3	0	1	-
Frag grenade	6"	Grenade 1	6	-1	D3	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- Any model may take a death mask.
- Any model may replace his angelus boltgun with an inferno pistol or a plasma pistol.
- Any model may replace his encarmine sword with an encarmine axe or a power fist.

**ABILITIES**

**And They Shall Know No Fear** (pg 88)

**Heirs of Azkaellon:** You can re-roll failed hit rolls for models from this unit if they are within 6" of a BLOOD ANGELS Warlord.

**Death Mask:** Enemy units suffer a -1 modifier to their Leadership while they are within 3" of any models wearing a death mask.

**Jump Pack Assault:** During deployment, you can set up this unit high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above – set them up anywhere on the battlefield that is more than 9" away from any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

**KEYWORDS** INFANTRY, JUMP PACK, FLY, SANGUINARY GUARD





## DEATH COMPANY DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Company Dreadnought	8"	3+	3+	6	7	8	4	7	3+

A Death Company Dreadnought is a single model equipped with two Furioso fists, a storm bolter and a meltagun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Blood talons	Melee	Melee	x2	-3	D6	-
Furioso fist	Melee	Melee	x2	-3	3	If a model is equipped with two Furioso fists, you can re-roll failed hit rolls when attacking with them.

**WARGEAR OPTIONS**

- This model may replace its two Furioso fists with blood talons.
- This model may replace its storm bolter with a heavy flamer.
- This model may replace its meltagun with a heavy flamer.
- This model may replace its smoke launchers with a magna-grapple.

**ABILITIES**

**Black Rage** (pg 88)

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

**Smoke Launchers:** Once per battle, instead of shooting any weapons in the Shooting phase, this model can use smoke launchers if it is equipped with them; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

**Magna-grapple:** If a model with a magna-grapple targets a VEHICLE in the Charge phase, you can add 2 to its charge roll.

**Insatiable:** This model may move up to 6" when consolidating at the end of the Fight phase.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS, DEATH COMPANY

**KEYWORDS** VEHICLE, DREADNOUGHT, DEATH COMPANY DREADNOUGHT



## FURIOSO DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Furioso Dreadnought	8"	3+	3+	6	7	8	4	8	3+

A Furioso Dreadnought is a single model equipped with two Furioso fists, a storm bolter and a meltagun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag cannon	8"	Assault 2D6	6	-1	1	This weapon automatically hits its target.
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Blood talons	Melee	Melee	x2	-3	D6	-
Furioso fist	Melee	Melee	x2	-3	3	If a model is equipped with two Furioso fists, you can re-roll failed hit rolls when attacking with them.

**WARGEAR OPTIONS**

- This model may replace one Furioso fist and either its storm bolter or its meltagun with a frag cannon.
- This model may replace its two Furioso fists with blood talons.
- This model may replace its storm bolter with a heavy flamer.
- This model may replace its meltagun with a heavy flamer.
- This model may replace its smoke launchers with a magna-grapple.

**ABILITIES**

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

**Smoke Launchers:** Once per battle, instead of shooting any weapons in the Shooting phase, this model can use smoke launchers if it is equipped with them; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

**Magna-grapple:** If a model with a magna-grapple targets a VEHICLE in the Charge phase, you can add 2 to its charge roll.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

**KEYWORDS** VEHICLE, DREADNOUGHT, FURIOSO DREADNOUGHT



## BAAL PREDATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Baal Predator	*	6+	*	6	7	11	*	8	3+

A Baal Predator is a single model equipped with a twin assault cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flamestorm cannon	8"	Assault D6	6	-2	2	This weapon automatically hits its target.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Twin assault cannon	24"	Heavy 12	6	-1	1	-

**WARGEAR OPTIONS**

- This model may replace its twin assault cannon with a flamestorm cannon.
- This model may take two heavy bolters or two heavy flammers.

**ABILITIES**

**Overcharged Engines:** When this model Advances roll 2 dice and pick the highest result.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**Smoke Launchers:** Once per battle, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

**KEYWORDS** VEHICLE, PREDATOR, BAAL PREDATOR

**DAMAGE**  
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-11+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

# FLESH TEARERS

Of all the successor Chapters of the Blood Angels, the Flesh Tearers have inherited the most drastic flaws of their genetic heritage. In battle these berserker warriors lose themselves entirely to a frenzied blood-lust, tearing the enemy limb from limb in a horrific orgy of slaughter.

Few Space Marine Chapters have as dark a reputation as the Flesh Tearers. Ever has the eye of the Inquisition and the Ecclesiarchy fallen upon these brutal killers, for such is the carnage and terror they leave in their wake that many believe they must surely be tainted by the touch of Chaos. The tales of the atrocities wrought by the Flesh Tearers grow increasingly grim with each passing decade, and it is only the devastation they have inflicted upon the enemies of the Imperium that has kept them from being further scrutinised.

The Flesh Tearers' home world of Cretacia is a tropical death world that teems with savage life, and contains some of the most ferocious predatory species in the galaxy. It is hard to imagine a more fitting planet for the Chapter to call home. The Flesh Tearers have inherited the fighting skill and courage of their progenitors the Blood Angels, but have also been afflicted with the very worst excesses of the Black Rage, the mindless need to slaughter that threatens to claim each son of Sanguinius. Where many of the Blood Angels' successor Chapters seek to suppress the savagery that boils within their blood, for many years the Flesh Tearers embraced it, exhibiting preference for close assault actions. Indeed, there are few finer melee combatants in all the galaxy than a Flesh Tearer Assault Squad, yet many Imperial Commanders remain reluctant to call upon their skills.

There is good reason for such reticence. Several times in their history, the Flesh Tearers have succumbed entirely to the Black Rage in the midst of combat, and when out of enemies to kill, have turned upon their own allies. There are rumours that entire Astra Militarum regiments and countless civilians have been torn and hacked apart by the chainblades of blood-crazed Flesh Eaters. Some say that during the Chapter's worst excesses, the Red Thirst has combined with the Black Rage, resulting in truly monstrous acts of cannibalism. While the veracity of many of these reports is questionable, it cannot be denied that the Flesh Tearers are prone to losing themselves to their slaughter-lust. Even fellow Adeptus Astartes have fallen victim to this madness - the Space Wolves hold a long-standing grudge against the Flesh Tearers as a result of a particular act of barbarism during the Eclipse Wars that came to be known as Honour's End.

than his battle-brothers, Seth has gone some way towards repairing the strained relations between the Flesh Tearers and their progenitors the Blood Angels. Armed with his colossal two-handed chainsword Blood Reaper, Seth leads his men into the thick of battle, as far away from any civilian zones as possible. There, with only the enemy in sight, can the Flesh Tearers truly embrace their lust for slaughter.



## GABRIEL SETH

	M	WS	BS	S	T	W	A	Ld	Sv	
<b>NAME</b>	6"	2+	2+	4	4	6	4	9	3+	
Gabriel Seth is a single model armed with Blood Reaper, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.										
<b>WEAPON</b>	<b>RANGE</b>	<b>TYPE</b>		<b>S</b>	<b>AP</b>	<b>D</b>	<b>ABILITIES</b>			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Blood Reaper		Melee		x2	-1	3	Each time you roll a hit roll of 6+ for this weapon, inflict 1 additional hit on the target.			
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
<b>ABILITIES</b>	<b>And They Shall Know No Fear</b> (pg 88)						<b>Whirlwind of Gore:</b> Roll a D6 each time a friendly FLESH TEARERS unit finishes its move within 6' of Gabriel Seth when it consolidates; on a 6 that unit can immediately fight for a second and final time.			
<b>Lord of Slaughter:</b> You can re-roll failed hit rolls for friendly FLESH TEARERS units within 6' of Gabriel Seth.										
<b>Iron Halo:</b> Gabriel Seth has a 4+ invulnerable save.										
<b>FACTION KEYWORDS</b>	IMPERIUM, ADEPTUS ASTARTES, FLESH TEARERS									
<b>KEYWORDS</b>	INFANTRY, CHAPTER MASTER, CHARACTER, GABRIEL SETH									



# DARK ANGELS

At the very dawn of the Imperium the Dark Angels were the first founded of all the Adeptus Astartes. Few can match their long history of triumphs in service to mankind. However, behind the façade of their steady disposition lies a sinister obsession, for the Dark Angels are haunted by failings from the distant past.

No matter the foe or the odds, the Dark Angels stubbornly refuse to accept defeat. This tenacity, along with their taciturn character, are traits the Dark Angels inherited from their primogenitor, the Primarch, Lion El'Jonson. Between their grim mien, sombre and often hooded countenance, and the gothic symbolism rife upon their banners and gear of war, it is no surprise that the Dark Angels are feared not only by their enemies but often by their allies as well.

Although proud of the many glories won by the Chapter, the Dark Angels shun plaudits and avoid the vainglorious. The Sons of the Lion, as the Dark Angels are called, seek only to complete each task assigned to them as swiftly and efficiently as possible. This is not purely through a dour monastic outlook and selfless nobility, but something more nefarious. The Inner Circle of the Dark Angels – a secret group composed of the Chapter Master, his hand-chosen officers and veterans of the 1st Company – covertly wage their own secret war.

To outside observers, the Dark Angels are an exemplary Chapter of Adeptus Astartes. They strike swiftly, coordinating assaults with superhuman precision. The battle line advances under cover of fire support, and at the crucial tipping point, rapid deployment of close combat squads breaks all resistance before finishing off the foe. Enemies receive no mercy, yet the Dark Angels do not revel in bloodshed or excess. In the midst of battle they remain stoic, filled not with howling exultations but instead with solemn battle chants and hymns.

Eager not to draw attention, the Dark Angels follow the guidelines of the Codex Astartes, and yet they have petitioned to maintain their two unique fighting companies – the highly mobile 2nd Company (known as the Ravenwing) and the Terminator-armoured squads of the 1st Company (known as the Deathwing). Given the desperate circumstances of the torn and benighted galaxy, as well as the aforementioned companies' service records of excellence, the returned Primarch Roboute Guilliman granted such rights even as the Dark Angels and their successor Chapters began reorganising themselves to fit the dictates of the Ultima Founding.

## THE RAVENWING

The 2nd Company is not clad in the dark green of the Chapter, but rather in black. They are a highly specialised formation that fights exclusively from fast-moving vehicles. The majority of the Ravenwing, including the elite Black Knights, fight astride Space Marine bikes. They are supported by brethren piloting varying marks of Land Speeder and swift atmospheric fighters. Fast assaults and reconnaissance are their trademarks. Their speed and daring is unmatched by any other Imperial formation, save perhaps the Great Hunt of the White Scars. There can be no underestimating the hard-hitting shock when the twin wings of the Dark Angels sweep down upon a foe. The fast moving Ravenwing speed into position before using homing devices to allow the Deathwing to teleport to the optimum location for a lethal strike.

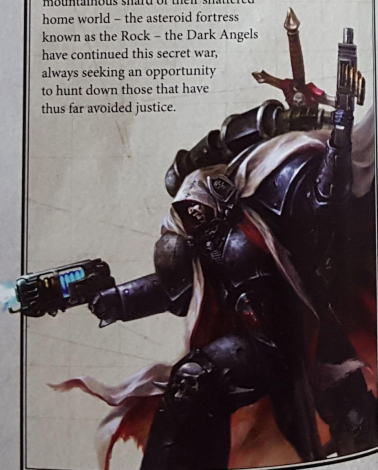
## THE DEATHWING

The 1st Company of the Dark Angels is one of the most renowned fighting forces in the galaxy. Known as the Deathwing, the entire veteran formation is outfitted in bone white Terminator Armour. The Deathwing is an assault force, able to march through the most intense storms of enemy fire or teleport straight into the fray, ripping the heart from the enemy army with a precision strike.

## THE HUNT FOR THE FALLEN

As effective as they are at destroying the Emperor's foes, the Inner Circle alone knows that the Ravenwing and Deathwing hone their battle skills with a very specific prey in mind. It is those known as the Fallen that they hunt.

During the Horus Heresy, the Dark Angels protecting the Chapter's home world of Caliban fell under the sway of Chaos. The battle that occurred upon the return of Lion El'Jonson resulted in the destruction of the planet, and in the ensuing cataclysm many of the Fallen Dark Angels were swallowed by the warp and scattered across space and time. All knowledge of their treacherous brethren has been covered up by the leaders of the Chapter, a secret they keep even from those they would call allies. For 10,000 years since, the Dark Angels and their successor Chapters have sought redemption by hunting the Fallen. Using a mountainous shard of their shattered home world – the asteroid fortress known as the Rock – the Dark Angels have continued this secret war, always seeking an opportunity to hunt down those that have thus far avoided justice.



## ABILITIES

The following abilities are common to several Dark Angels units:

### And They Shall Know No Fear

You can re-roll failed Morale tests for this unit.

### Unforgiven

This unit automatically passes Morale tests. In addition, you can re-roll failed hit rolls in the Fight phase for this unit if it is targeting a **FALLEN** unit.

### Jink

If this unit Advances it gains a 5+ invulnerable save against all shooting attacks until the start of your next Movement phase.

## WARGEAR

Many of the units you will find on the following pages reference one or more wargear lists. When this is the case, the unit may take any item from the appropriate list on pg 11. The profiles for the weapons in these lists can be found in the appendix (pg 206-209).

## DARK ANGELS CHAPTER

The following Space Marines datasheets can be from the Dark Angels Chapter. Those that are replace the <CHAPTER> keyword on their datasheet in all instances with **DARK ANGELS**. If a Space Marines unit does not appear on the list below, it cannot be from the Dark Angels Chapter, and so cannot have the **DARK ANGELS** faction keyword. **DARK ANGELS** **PSYKERS** generate their psychic powers from the Interromancy discipline (below) instead of the Librarius discipline.

- Apothecary (pg 21)
- Assault Squad (pg 42)
- Chaplain (pg 19)
- Chaplain on Bike (pg 20)
- Company Master<sup>2</sup> – use the Captain (pg 12), Captain in Terminator Armour (pg 12) or Captain in Gravis Armour (pg 13) datasheet
- Company Ancient (pg 23)
- Company Champion<sup>1</sup> (pg 24)
- Company Veterans<sup>1</sup> (pg 26)
- Devastator Squad (pg 51)
- Dreadnought (pg 35)
- Drop Pod (pg 48)
- Hellblaster Squad (pg 52)
- Imperial Space Marine (pg 30)
- Inceptor Squad (pg 43)
- Intercessor Squad (pg 30)
- Land Raider (pg 58)
- Land Raider Crusader (pg 59)
- Land Raider Excelsior (pg 61)
- Land Raider Redeemer (pg 60)
- Librarian<sup>2</sup> (pg 14)
- Librarian in Terminator Armour<sup>2</sup> (pg 15)
- Librarian on Bike (pg 15)<sup>2</sup>
- Predator (pg 54)
- Primaris Ancient (pg 24)
- Primaris Lieutenants (pg 22)
- Razorback (pg 48)
- Rhino (pg 46)
- Rhino Primaris (pg 47)
- Scout Squad (pg 29)
- Servitors (pg 16)
- Tactical Squad (pg 28)
- Techmarine (pg 16)
- Techmarine on Bike (pg 17)
- Venerable Dreadnought<sup>2</sup> (pg 36)
- Vindicator (pg 55)
- Whirlwind (pg 54)

<sup>1</sup> This model replaces his master-crafted power sword with a blade of Caliban (pg 215). He cannot take any other options.

<sup>2</sup> These units gain the **DEATHWING** keyword and the Unforgiven ability.

<sup>3</sup> Any model in this unit may take a combat shield (pg 209).

## INTERROMANCY DISCIPLINE

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Interromancy discipline using the table below. You can either roll a D3 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

### INTERROMANCY DISCIPLINE

D3	PSYCHIC POWER
1	<b>Mind Worm</b> <i>Mind Worm</i> has a warp charge value of 6. If manifested, select an enemy unit within 12" of the psyker. That unit suffers a mortal wound and may only be chosen to attack in the Fight phase after all other eligible units have made their attacks. This effect lasts until the end of your turn.
2	<b>Aversion</b> <i>Aversion</i> has a warp charge value of 6. If manifested, select an enemy unit within 24" of the psyker. Until your next Psychic phase, your opponent must subtract 1 from all hit rolls made for that unit.
3	<b>Engulfing Fear</b> <i>Engulfing Fear</i> has a warp charge value of 6. If manifested, your opponent must roll 2 dice and discard the lowest result when taking Morale tests for any unit that is within 6" of the psyker in the Morale phase.

## DARK ANGELS SUCCESSOR CHAPTERS

There are many esteemed Space Marine Chapters that trace their origins to the gene-seed of the Dark Angels. From the mysterious Consecrators to the ferocious Disciples of Caliban, all uphold the grim legacy of Lion El'Jonson. If you wish to theme your army as a Dark Angels successor Chapter, use the rules presented in this section but substitute the **DARK ANGELS** keyword in all instances on the datasheets with the name of your Dark Angels successor Chapter. Note, however, that named characters that can only be included in your army once cannot be from any other Chapter – Azrael is the Supreme Grand Master of the Dark Angels Chapter, and not any successor Chapter.



## AZRAEL

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Azrael	6"	2+	2+	4	4	6	5	9	2+

Azrael is a single model armed with the Sword of Secrets, the Lion's Wrath, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Lion's Wrath	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Plasma gun	24"	Rapid Fire 1	7	-3	1	This weapon can be supercharged by the bearer before firing. If they do so, increase the Strength and Damage of the weapon by 1 this turn. On any hit rolls of 1 when firing supercharge, the bearer is slain after all of the weapon's shots have been resolved.
Sword of Secrets	Melee	Melee	+2	-3	D3	Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**

**Unforgiven** (pg 107)

**Chapter Master:** You can re-roll failed hit rolls for friendly **DARK ANGELS** units that are within 6" of Azrael.

**Supreme Tactician:** If your army is Battle-forged, you receive 1 additional Command Point if Azrael is your Warlord.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING

**KEYWORDS** CHARACTER, INFANTRY, CHAPTER MASTER, AZRAEL



## BELIAL

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Belial	5"	2+	2+	4	4	6	4	9	2+

Belial is a single model armed with the Sword of Silence and a storm bolter. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Lightning claw	Melee	Melee				You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Sword of Silence	Melee	Melee	+1	-3	2	This weapon always wounds on a 2+, unless the target is a <b>VEHICLE</b> .
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

**WARDIEAR OPTIONS**

- Belial may replace his storm bolter and the Sword of Silence with two lightning claws or a thunder hammer and storm shield.

**ABILITIES**

**Unforgiven** (pg 107)

**Rites of Battle:** You can re-roll hit rolls of 1 for friendly **DARK ANGELS** units within 6" of this model.

**Grand Master of the Deathwing:** You can re-roll failed hit rolls for friendly **DEATHWING** units within 6" of Belial.

**Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**Parrying Blade:** If Belial is armed with the Sword of Silence, your opponent must subtract 1 from hit rolls for attacks that target him in the Fight phase.

**Iron Halo:** Belial has a 4+ invulnerable save.

**Teleport Strike:** During deployment, you can set up Belial in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases Belial can teleport into battle - set him up anywhere on the battlefield that is more than 9" from any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING

**KEYWORDS** CHARACTER, INFANTRY, GRAND MASTER, TERMINATOR, BELIAL



Belial is the Lord of the Deathwing, a warrior whose mastery of the blade is matched by few in all the galaxy.



## SAMMAEL ON CORVEX

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sammael on Corvex	14"	2+	2+	4	6	6	5	9	3+

Sammael on Corvex is a single model armed with the Raven Sword, a bolt pistol, frag grenades and krak grenades. His jetbike *Corvex* is equipped with a plasma cannon and a twin storm bolter. Only one **SAMMAEL** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Plasma cannon - Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Twin storm bolter	24"	Rapid Fire 4	4	0	1	-
Raven Sword	Melee	Melee	+1	-3	2	This weapon has Strength x2 if Sammael charged in the preceding Charge phase.

**ABILITIES**

**And They Shall Know No Fear, Jink** (pg 107)

**Rites of Battle:** You can re-roll hit rolls of 1 for friendly **DARK ANGELS** units within 6" of this model.

**Iron Halo:** This model has a 4+ invulnerable save.

**Grand Master of the Ravenwing:** You can re-roll failed hit rolls for friendly **RAVENWING** units within 6" of this model.

**Swift Judgement:** When this model Advances, add 2D6 to its Move characteristic for that Movement phase instead of rolling a dice.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING

**KEYWORDS** BIKER, CHARACTER, GRAND MASTER, FLY, SAMMAEL



## SAMMAEL IN SABLECLAW

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sammael in Sableclaw	16"	2+	2+	4	6	7	5	9	3+

Sammael in Sableclaw is a single model armed with the Raven Sword. His Land Speeder *Sableclaw* is equipped with a twin assault cannon and a twin heavy bolter. Only one **SAMMAEL** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Raven Sword	Melee	Melee	+1	-3	2	This weapon has Strength x2 if Sammael charged in the preceding Charge phase.

**ABILITIES**

**And They Shall Know No Fear, Jink** (pg 107)

**Rites of Battle:** You can re-roll hit rolls of 1 for friendly **DARK ANGELS** units within 6" of this model.

**Grand Master of the Ravenwing:** You can re-roll failed hit rolls for friendly **RAVENWING** units within 6" of this model.

**Iron Halo:** This model has a 4+ invulnerable save.

**Explodes:** If this model is reduced to 0 Wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 3" suffers a mortal wound.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING

**KEYWORDS** CHARACTER, VEHICLE, GRAND MASTER, LAND SPEEDER, FLY, SAMMAEL



## INTERROGATOR-CHAPLAIN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Interrogator-Chaplain	6"	2+	3+	4	4	5	3	9	3+

An Interrogator-Chaplain is a single model armed with a crozius arcanum, a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolgun	24"	Rapid Fire 1	4	0	1	-
Crozius arcanum	Melee	Melee	+1	-1	2	-
Power fist	6"	Grenade D6	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Frag grenade	6"	Grenade 1	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- This model may replace his bolt pistol with a bolgun, or an item from either the *Pistols*, *Combi-weapons* or *Melee Weapons* list.
- This model may take a power fist.
- This model may take a jump pack (**Power Rating +1**). If it does, its Move characteristic is increased to 12" and it gains the **JUMP PACK** and **FLY** keywords.

**ABILITIES**

**Unforgiven** (pg 107)

**Rosarius:** This model has a 4+ invulnerable save.

**Litanies of Hate:** You can re-roll failed hit rolls in the Fight phase for friendly **DARK ANGELS** units within 6" of this model.

**Aura of Dread:** Enemy units within 6" of this model subtract 1 from their Leadership characteristic.

**Spiritual Leaders:** All friendly **DARK ANGELS** units within 6" of this model can use his Leadership instead of their own.

**Jump Pack Assault:** During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING

**KEYWORDS** CHARACTER, INFANTRY, CHAPLAIN, INTERROGATOR-CHAPLAIN



Labels uncover their darkest secrets.



## INTERROGATOR-CHAPLAIN

### IN TERMINATOR ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Interrogator-Chaplain in Terminator Armour	5"	2+	3+	4	4	6	3	9	2+

An Interrogator-Chaplain in Terminator Armour is a single model armed with a crozius arcanum and storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Crozius arcanum	Melee	Melee	+1	-1	2	-
Lightning claw	Melee	Melee		User	-2	1
Power fist	Melee	Melee	x2	-3	D3	-

**WARGEAR OPTIONS**

- This model may replace his storm bolter with a lightning claw, a power fist, or an item from either the *Terminator Combi-weapons* or *Terminator Melee Weapons* wargear list.

**ABILITIES**

Unforgiven (pg 107)

Rosarius: This model has a 4+ invulnerable save.

Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly DARK ANGELS units within 6" of this model.

Aura of Dread: Enemy units within 6" of this model subtract 1 from their Leadership characteristic.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING

**KEYWORDS** CHARACTER, INFANTRY, CHAPLAIN, TERMINATOR, INTERROGATOR-CHAPLAIN



## INTERROGATOR-CHAPLAIN

### ON BIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Interrogator-Chaplain on Bike	14"	2+	3+	4	5	6	3	9	3+

An Interrogator-Chaplain on Bike is a single model armed with a crozius arcanum, a bolt pistol, frag grenades and krak grenades. His Space Marine bike is equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolgun	24"	Rapid Fire 1	4	0	1	-
Twin boltgun	24"	Rapid fire 2	4	0	1	-
Crozius arcanum	Melee	Melee	+1	-1	2	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- This model may replace his bolt pistol with a bolgun, or an item from either the *Pistols*, *Combi-weapons* or *Melee Weapons* list.
- This model may take a power fist.

**ABILITIES**

Unforgiven (pg 107)

Rosarius: This model has a 4+ invulnerable save.

Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly DARK ANGELS units within 6" of this model.

Aura of Dread: Enemy units within 6" of this model subtract 1 from their Leadership characteristic.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING

**KEYWORDS** BIKER, CHARACTER, CHAPLAIN, INTERROGATOR-CHAPLAIN



## ASMODAI

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Asmodai	6"	2+	3+	4	4	5	3	9	3+

Asmodai is a single model armed with the Blades of Reason, a crozius arcanum, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Blades of Reason	Melee	Melee		User	0	D6
Crozius arcanum	Melee	Melee	+1	-1	2	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**

Unforgiven (pg 107)

Rosarius: This model has a 4+ invulnerable save.

Exemplar of Hate: You can re-roll failed hit rolls in the Fight phase for friendly DARK ANGELS units that are within 6" of Asmodai. In addition, increase the Attacks characteristic of friendly DARK ANGELS INFANTRY and BIKER units by 1 whilst they are within 6" of Asmodai.

Spiritual Leaders: All friendly DARK ANGELS units within 6" of Asmodai can use his Leadership instead of their own.

Aura of Dread: Enemy units within 6" of Asmodai subtract 1 from their Leadership characteristic.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING

**KEYWORDS** CHARACTER, INFANTRY, CHAPLAIN, ASMODAI



### EZEKIEL

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ezekiel	6"	2+	2+	4	4	5	3	9	2+

Ezekiel is a single model armed with Traitor's Bane, the Deliverer, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Deliverer	12"	Pistol 1	4	-1	2	-
Traitor's Bane	Melee	Melee	+1	-3	D3	Add 1 to this weapon's damage if the target is a <b>PSYKER</b> .
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**  
Unforgiven (pg 107)  
**Book of Salvation:** Any friendly **DARK ANGELS INFANTRY** or **BIKER** models within 6" of Ezekiel that are slain in the Fight phase may pile in and make a single close combat attack before being removed.  
**Keeper of the Keys:** Ezekiel has a 4+ invulnerable save.  
**Psychic Hood:** You can add 1 to Deny the Witch tests you take for Ezekiel against enemy **PSYKERS** within 12".

**PSYKER**  
Ezekiel can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. He knows the *Smite* power and three psychic powers from the Interromancy discipline (pg 107).

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING  
**KEYWORDS** CHARACTER, INFANTRY, LIBRARIAN, PSYKER, EZEKIEL



### DEATHWING APOTHECARY

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathwing Apothecary	5"	3+	3+	4	4	5	2	8	2+

A Deathwing Apothecary is a single model armed with a storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-

**ABILITIES**  
Unforgiven (pg 107)  
**Crux Terminatus:** This model has a 5+ invulnerable save.

**Teleport Strike:** During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle - set it up anywhere on the battlefield that is more than 9" from any enemy models.  
**Narthecium:** At the end of any of your Movement phases, the Deathwing Apothecary can attempt to heal or revive a single model. Select a friendly **DARK ANGELS INFANTRY** or **BIKER** unit within 3" of the Apothecary. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If a Deathwing Apothecary fails to revive a model in this manner he can do nothing else for the remainder of the turn (shoot, charge, fight etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING  
**KEYWORDS** CHARACTER, INFANTRY, APOTHECARY, TERMINATOR



### DEATHWING ANCIENT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathwing Ancient	5"	3+	3+	4	4	5	3	8	2+

The Deathwing Ancient is a single model armed with a power fist and storm bolter. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll. You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.	
Lightning claw	Melee	Melee		User	-2	1	When attacking with this weapon, you must subtract 1 from the hit roll.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.	

**WARGEAR OPTIONS**  
• This model may replace his power fist and storm bolter with two lightning claws or a thunder hammer and storm shield.  
• This model may replace his power fist with a chainfist.

**ABILITIES**  
Unforgiven (pg 107)  
**Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.  
**Deathwing Company Banner:** Friendly **DEATHWING** units have +1 Attack while they are within 6" of any Deathwing company banners.  
**Crux Terminatus:** This model has a 5+ invulnerable save.  
**Teleport Strike:** During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle - set it up anywhere on the battlefield that is more than 9" from any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING  
**KEYWORDS** CHARACTER, INFANTRY, ANCIENT, TERMINATOR



### DEATHWING CHAMPION

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathwing Champion	5"	2+	3+	4	4	5	3	8	2+

The Deathwing Champion is a single model armed with a halberd of Caliban. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Halberd of Caliban	Melee	Melee		+3	-4	D3	Each time the bearer fights, it can make D3 additional attacks with this weapon if the target unit contains 5 or more models.

**ABILITIES**  
Unforgiven (pg 107)  
**Terminator Armour:** This model has a 5+ invulnerable save.

**Honour or Death:** You can re-roll failed hit rolls for this model in the Fight phase if it targets a **CHARACTER**. In addition, this model must always perform a Heroic Intervention when possible.  
**Teleport Strike:** During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle - set it up anywhere on the battlefield that is more than 9" from any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING  
**KEYWORDS** CHARACTER, INFANTRY, TERMINATOR, DEATHWING CHAMPION

12 POW

## DEATHWING TERMINATOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathwing Terminator	5"	3+	3+	4	4	2	2	8	2+
Deathwing Sergeant	5"	3+	3+	4	4	2	3	9	2+

This unit contains 1 Deathwing Sergeant and 4 Deathwing Terminators. It can include up to 5 additional Deathwing Terminators (Power Rating +12).

- Each Deathwing Terminator is armed with a power fist and a storm bolter.
- Each Deathwing Sergeant is armed with a power sword and storm bolter.
- The Deathwing Sergeant is armed with a flail of the Unforgiven.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma cannon	36"	Heavy D3	7	-3	1	-
Standard	36"	Heavy D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Supercharge	36"	Heavy D3	8	-3	2	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Power fist	Melee	Melee	x2	-3	D3	-
Power sword	Melee	Melee	User	-3	1	-
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

**WARGEAR OPTIONS**

- Any model may replace all of its weapons with two lightning claws or a thunder hammer and storm shield.
- Any model may replace its power fist with a chainfist.
- For every five models in the squad, one Deathwing Terminator may take a plasma cannon or an item from the Terminator Heavy Weapons list.
- This unit may be accompanied by a Watcher in the Dark.

**ABILITIES**

**Unforgiven** (pg 107)

**Terminator Armour:** Models in this unit have a 5+ invulnerable save.

**Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**Teleport Strike:** During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set it up anywhere on the battlefield that is more than 9" from any enemy models.

**Watcher in the Dark:** Once per game, if an enemy psychic power affects a unit of Deathwing Terminators that is accompanied by a Watcher in the Dark, roll a dice. On a 3+ the power has no effect on this unit (all other targets are affected normally). Remove the Watcher in the Dark model from play after this roll has been made, whether successful or not. The Watcher in the Dark model must always remain as close to this unit as possible, but is otherwise ignored for all other gaming purposes. Remove the Watcher in the Dark if this unit is slain.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING

**KEYWORDS** INFANTRY, TERMINATOR, DEATHWING TERMINATOR SQUAD

12 POW

## DEATHWING KNIGHTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathwing Knights	5"	3+	3+	4	4	2	2	8	2+
Knight Master	5"	3+	3+	4	4	2	3	9	2+

This unit contains 4 Deathwing Knights and 1 Knight Master. It can include up to 5 additional Deathwing Knights (Power Rating +12).

- Each Deathwing Knight is armed with a mace of absolution and a storm shield.
- The Knight Master is armed with a flail of the Unforgiven and a storm shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flail of the Unforgiven	Melee	Melee	+2	-3	2	Excess damage from this weapon is not lost; instead, keep allocating damage to another model in the target unit until either all the damage has been allocated or the target unit is destroyed.
Mace of absolution	Melee	Melee	x2	-2	3	-

**WARGEAR OPTIONS**

- This unit may be accompanied by a Watcher in the Dark.

**ABILITIES**

**Unforgiven** (pg 107)

**Storm Shield:** Models in this unit have a 3+ invulnerable save.

**Teleport Strike:** During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set it up anywhere on the battlefield that is more than 9" from any enemy models.

**Watcher in the Dark:** Once per game, if an enemy psychic power affects a unit of Deathwing Knights that is accompanied by a Watcher in the Dark, roll a dice. On a 3+ the power has no effect on this unit (all other targets are affected normally). Remove the Watcher in the Dark model from play after this roll has been made, whether successful or not. The Watcher in the Dark model must always remain as close to this unit as possible, but is otherwise ignored for all other gaming purposes. Remove the Watcher in the Dark if this unit is slain.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING

**KEYWORDS** INFANTRY, TERMINATOR, DEATHWING KNIGHTS



...to fight with a cold, vengeful fury.

5 POINTS										
RAVENWING APOTHECARY										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Ravenwing Apothecary	14"	3+	3+	4	5	5	3	8	3+	
A Ravenwing Apothecary is a single model armed with a Corvus hammer, a bolt pistol, frag grenades and krak grenades. His Space Marine bike is equipped with a plasma talon.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Bolt pistol	12"	Pistol 1	4	0	1					
Plasma talon	When attacking with this weapon, choose one of the profiles below.									
-Standard	18"	Assault 2	7	-3	1					
-Supercharge	18"	Assault 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.				
Ravenwing grenade launcher	When attacking with this weapon, choose one of the profiles below.									
-Frag shell	24"	Assault D6	3	0	1					
-Krak shell	24"	Assault 2	6	-1	D3					
Corvus hammer	Melee	Melee	+1	-1	1	Each wound roll of 6+ made for this weapon causes D3 damage instead of 1.				
Frag grenade	6"	Grenade D6	3	0	1					
Krak grenade	6"	Grenade 1	6	-1	D3					
WARDIGAR OPTIONS	• This model may replace his plasma talon with a Ravenwing grenade launcher.									
ABILITIES	And They Shall Know No Fear, Jink (pg 107)									
<b>Turbo-boost:</b> When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.										
<b>Narthecium:</b> At the end of any of your Movement phases, the Ravenwing Apothecary can attempt to heal or revive a single model. Select a friendly DARK ANGELS INFANTRY or BIKER unit within 3" of the Apothecary. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If a Ravenwing Apothecary fails to revive a model in this manner he can do nothing else for the remainder of the turn (shoot, charge, fight etc.) as he recovers the geneseed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.										
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING									
KEYWORDS	BIKER, CHARACTER, APOTHECARY									

6 POINTS										
RAVENWING ANCIENT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Ravenwing Ancient	14"	3+	3+	4	5	5	3	8	3+	
The Ravenwing Ancient is a single model armed with a Corvus hammer, a bolt pistol, frag grenades and krak grenades. His Space Marine bike is equipped with a plasma talon. Only one of this model may be included in your army.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Bolt pistol	12"	Pistol 1	4	0	1					
Plasma talon	When attacking with this weapon, choose one of the profiles below.									
-Standard	18"	Assault 2	7	-3	1					
-Supercharge	18"	Assault 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.				
Ravenwing grenade launcher	When attacking with this weapon, choose one of the profiles below.									
-Frag shell	24"	Assault D6	3	0	1					
-Krak shell	24"	Assault 2	6	-1	D3					
Corvus hammer	Melee	Melee	+1	-1	1	Each wound roll of 6+ made for this weapon causes D3 damage instead of 1.				
Frag grenade	6"	Grenade D6	3	0	1					
Krak grenade	6"	Grenade 1	6	-1	D3					
WARDIGAR OPTIONS	• This model may replace his plasma talon with a Ravenwing grenade launcher.									
ABILITIES	And They Shall Know No Fear, Jink (pg 107)									
<b>Turbo-boost:</b> When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.										
<b>Sacred Standard:</b> Friendly RAVENWING units have +1 Attack while they are within 6" of any sacred standards.										
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING									
KEYWORDS	BIKER, CHARACTER, ANCIENT									

6 POINTS										
RAVENWING CHAMPION										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Ravenwing Champion	14"	2+	3+	4	5	5	3	8	3+	
The Ravenwing Champion is a single model armed with a blade of Caliban, a bolt pistol, frag grenades and krak grenades. His Space Marine bike is equipped with a plasma talon. Only one of this model may be included in your army.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Bolt pistol	12"	Pistol 1	4	0	1					
Plasma talon	When attacking with this weapon, choose one of the profiles below.									
-Standard	18"	Assault 2	7	-3	1					
-Supercharge	18"	Assault 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.				
Blade of Caliban	Melee	Melee	+3	-3	D3					
Frag grenade	6"	Grenade D6	3	0	1					
Krak grenade	6"	Grenade 1	6	-1	D3					
ABILITIES	And They Shall Know No Fear, Jink (pg 107)									
<b>Honour or Death:</b> You can re-roll failed hit rolls for this model in the Fight phase if it targets a CHARACTER. In addition, this model must always perform a Heroic Intervention when possible.										
<b>Turbo-boost:</b> When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.										
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING									
KEYWORDS	BIKER, CHARACTER, RAVENWING CHAMPION									

### 6 models

## RAVENWING BIKE SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ravenwing Biker	14"	3+	3+	4	5	2	1	7	3+
Ravenwing Sergeant	14"	3+	3+	4	5	2	2	8	3+
Ravenwing Attack Bike	14"	3+	3+	4	5	4	1	7	3+

This unit contains 1 Ravenwing Sergeant and 2 Ravenwing Bikers. It can include up to 3 additional Ravenwing Bikers (Power Rating +5) or up to 5 additional Ravenwing Bikers (Power Rating +9). It can also include a single Ravenwing Attack Bike (Power Rating +3).

Ravenwing Bikers and Sergeants are each armed with a bolt pistol, frag grenades and Krak grenades. Each of their Space Marine bikes is equipped with a twin bolting and a heavy bolter, and is crewed by two Dark Angels armed with a bolt pistol, frag grenades and Krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin bolting	24"	Rapid fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- Any Ravenwing Biker may replace his bolt pistol with a chainsword.
- The Ravenwing Sergeant may replace his bolt pistol with an item from the Sergeant Equipment list.
- Up to two Ravenwing Bikers may take an item from the Special Weapons list.
- The Ravenwing Attack Bike may replace its heavy bolter with a multi-melta.

**ABILITIES**

And They Shall Know No Fear, Jink (pg 107)

**Combat Squads:** Before any models are deployed at the start of the game a Ravenwing Bike Squad containing 9 models may be split into two units, one of which has 4 models including the Ravenwing Attack Bike.

**Turbo-boost:** When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING

**KEYWORDS** BIKER, RAVENWING BIKE SQUAD



### 3 models

## RAVENWING ATTACK BIKE SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ravenwing Attack Bike	14"	3+	3+	4	5	4	1	7	3+

This unit contains 1 Ravenwing Attack Bike. It can include 1 additional Ravenwing Attack Bike (Power Rating +3) or 2 additional Ravenwing Attack Bikes (Power Rating +6). Each model is equipped with a twin bolting and a heavy bolter, and is crewed by two Dark Angels armed with a bolt pistol, frag grenades and Krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin bolting	24"	Rapid fire 2	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- Any model may replace its heavy bolter with a multi-melta.

**ABILITIES**

And They Shall Know No Fear, Jink (pg 107)

**Turbo-boost:** When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING

**KEYWORDS** BIKER, RAVENWING ATTACK BIKE SQUAD

### 6 models

## RAVENWING LAND SPEEDERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ravenwing Land Speeder	16"	3+	3+	4	5	6	2	7	3+

This unit contains 1 Ravenwing Land Speeder. It can include up to 4 additional Ravenwing Land Speeders (Power Rating +6 per model). Each model is equipped with a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target. If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Multi-melta	24"	Heavy 1	8	-4	D6	-
Typhoon missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missiles	48"	Heavy 2D6	4	0	1	-
- Krak missiles	48"	Heavy 2	8	-2	D6	-

**WARGEAR OPTIONS**

- Any model may replace its heavy bolter with a multi-melta or a heavy flamer.
- Any model may take an assault cannon, a heavy flamer, a typhoon missile launcher, a heavy bolter or a multi-melta.

**ABILITIES**

And They Shall Know No Fear, Jink (pg 107)

**Anti-grav Upwash:** Models in this unit have a Move characteristic of 20", instead of 16", whilst their unit contains 3 or more models.

**Explodes:** If a model in this unit is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 3" suffers a mortal wound.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING

**KEYWORDS** VEHICLE, LAND SPEEDER, FLY, RAVENWING LAND SPEEDER



## RAVENWING DARKSHROUD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ravenwing Darkshroud	12"	3+	3+	4	6	9	3	8	3+

A Ravenwing Darkshroud is a single model equipped with a heavy bolter.

A Ravenwing Darkshroud is a single model equipped with a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-

WARGEAR OPTIONS • This model may replace its heavy bolter with an assault cannon.

ABILITIES Jink (pg 107)

Icon of Old Caliban: Your opponent must subtract 1 from any hit rolls they make for shooting attacks that target friendly DARK ANGELS units within 6" of this model.

Explodes: If a model in this unit is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within D6" suffers D3 mortal wounds.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING

KEYWORDS VEHICLE, LAND SPEEDER, FLY, RAVENWING DARKSHROUD



## NEPHILIM JETFIGHTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Nephilim Jetfighter	*	6+	*	6	6	10	3	8	3+

A Nephilim Jetfighter is a single model equipped with an avenger mega bolter, a twin heavy bolter, and two blackword missile launchers.

A Nephilim Jetfighter is a single model equipped with an avenger mega bolter, a twin heavy bolter, and two blackword missile launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Avenger mega bolter	36"	Heavy 10	6	-1	1	-
Blackword missile launcher	36"	Heavy 1	7	-3	2	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS • This model may replace its avenger mega bolter with a twin lascannon.

ABILITIES Jink (pg 107)

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll a dice.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Strafing Run: You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that cannot FLY.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield: on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.

Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING

KEYWORDS VEHICLE, FLY, NEPHILIM JETFIGHTER

DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS
6-10+	20-50"	3+
3-5	20-35"	4+
1-2	20"	5+



## RAVENWING DARK TALON

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ravenwing Dark Talon	*	6+	*	6	6	10	3	8	3+

A Ravenwing Dark Talon is a single model equipped with two hurricane bolters and a rift cannon.

A Ravenwing Dark Talon is a single model equipped with two hurricane bolters and a rift cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Rift cannon	18"	Heavy D3	10	-3	3	-

ABILITIES Jink (pg 107)

Stasis Bomb: Once per game, this model can drop a stasis bomb as it flies over an enemy unit in its Movement phase. After the Ravenwing Dark Talon has moved, pick one enemy unit that it flew over. Then, roll a D6 for each model in the enemy unit (up to a maximum of 10 dice). For each roll of a 4+, the target unit suffers a mortal wound.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	RIFT VORTEX
6-10+	20-40"	3+	3+
3-5	20-30"	4+	4+
1-2	20"	5+	5+

If a unit suffers any damage from this weapon, roll a dice and consult the damage table above. If the result equals or beats the relevant number in the Rift Vortex column, the target unit suffers a further D3 mortal wounds.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll a dice.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield: on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.

Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.

Strafing Run: You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that cannot FLY.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING

KEYWORDS VEHICLE, FLY, RAVENWING DARK TALON



7 POWERS										
RAVENWING BLACK KNIGHTS										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Ravenwing Black Knight	14"	3+	3+	4	5	2	2	8	3+	
Ravenwing Huntmaster	14"	3+	3+	4	5	2	3	8	3+	
This unit contains 1 Ravenwing Huntmaster and 2 Ravenwing Black Knights. It can include up to 2 additional Ravenwing Black Knights (Power Rating +5) or up to 7 additional Ravenwing Black Knights (Power Rating +17). Each model is armed with a Corvus hammer, a bolt pistol, frag grenades and krak grenades. Each of their Space Marine bikes is equipped with a plasma talon.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Bolt pistol	12"	Pistol 1	4	0	1					
Plasma talon	When attacking with this weapon, choose one of the profiles below.									
- Standard	18"	Assault 2	7	-3	1					
- Supercharge	18"	Assault 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.				
Ravenwing grenade launcher	When attacking with this weapon, choose one of the profiles below.									
- Frag shell	24"	Assault D6	3	0	1					
- Krak shell	24"	Assault 2	6	-1	D3					
Corvus hammer	Melee	Melee	+1	-1	1	Each wound roll of 6+ made for this weapon causes D3 damage instead of 1.				
Power axe	Melee	Melee	+1	-2	1					
Power lance	Melee	Melee	+2	-1	1					
Power maul	Melee	Melee	+2	-1	1					
Power sword	Melee	Melee	User	-3	1					
Frag grenade	6"	Grenade D6	3	0	1					
Krak grenade	6"	Grenade 1	6	-1	D3					
Melta bomb	4"	Grenade 1	8	-4	D6					
WARGEAR OPTIONS	<ul style="list-style-type: none"> <li>For every 3 models in the unit, one Ravenwing Black Knight may replace his plasma talon with a Ravenwing grenade launcher.</li> <li>The Ravenwing Huntmaster may replace his Corvus hammer with a power sword, power axe, power maul or power lance.</li> <li>The Ravenwing Huntmaster may take melta bombs.</li> </ul>									
ABILITIES	<b>And They Shall Know No Fear, Jink</b> (pg 107) <b>Turbo-boost:</b> When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING									
KEYWORDS	BIKER, RAVENWING BLACK KNIGHTS									

6 POWERS										
RAVENWING LAND SPEEDER VENGEANCE										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Ravenwing Land Speeder Vengeance	12"	3+	3+	4	6	9	3	8	3+	
A Ravenwing Land Speeder Vengeance is a single model equipped with a heavy bolter and a plasma storm battery.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Assault cannon	24"	Heavy 6	6	-1	1					
Heavy bolter	36"	Heavy 3	5	-1	1					
Plasma storm battery	When attacking with this weapon, choose one of the profiles below.									
- Standard	36"	Heavy D6	7	-3	2					
- Supercharge	36"	Heavy D6	8	-3	3	If you make one or more hit rolls of 1, the bearer suffers 3 mortal wounds after all of this weapon's shots have been resolved, and the plasma storm battery cannot be used for the rest of the battle.				
WARGEAR OPTIONS	<ul style="list-style-type: none"> <li>This model may replace its heavy bolter with an assault cannon.</li> </ul> <b>And They Shall Know No Fear, Jink</b> (pg 107)									
ABILITIES	<b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within D6" suffers D3 mortal wounds.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING									
KEYWORDS	VEHICLE, LAND SPEEDER, FLY, RAVENWING LAND SPEEDER VENGEANCE									





# FORTRESS OF REDEMPTION

**DAMAGE**  
Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fortress of Redemption	0	-	*	0	10	30	0	9	3+

REMAINING W	BS
21-30+	5+
11-20	6+
1-10	7+

A Fortress of Redemption is a single model equipped with a twin Icarus lascannon and a redemption missile silo.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Redemption missile silo	When attacking with this weapon, choose one of the profiles below.					
- Fragstorm missile	18-96"	Heavy 2D6	4	0	1	-
- Krakstorm missile	18-96"	Heavy D6	8	-3	D3	-
Twin Icarus lascannon	96"	Heavy 2D6	9	-3	D6	-

Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.

**WARGEAR OPTIONS** • This model may take up to four heavy bolters.

**ABILITIES**  
**Immobile:** This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if there are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model.

**Automated Weapons:** Unless a friendly unit is embarked inside this model, each of its weapons can only target the nearest visible enemy. If two units are equally close, you may choose which is targeted.

**Fire Points:** 15 models embarked in this model can shoot in their Shooting phase, measuring and drawing line of sight from any point on this model. They can do this even if enemy models are within 1" of this model.

**Magazine Explosion:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 its magazine explodes, and each unit within 2D6" suffers D6 mortal wounds.

**Designer's Note:** If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether its magazine explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot etc.

**TRANSPORT**  
This model can transport any number of **INFANTRY CHARACTERS** and one other **INFANTRY** unit, up to a maximum of 30 models.

**Designer's Note:** When you embark models onto a Fortress of Redemption, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.

**FACTION KEYWORDS** UNALIGNED

**KEYWORDS** BUILDING, VEHICLE, TRANSPORT, FORTRESS OF REDEMPTION



# SPACE WOLVES ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Space Wolves miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have. Some rules are common to several Space Wolves units, and are described below and referenced on the datasheets.

*"They have us outnumbered a hundred to one. Their aircraft darken the skies, their tanks churn the ground to mud, and all we have is our axes and our ill temper. Hardly a fair fight, is it my Wolves? Let them pray their weakling gods have pity on them, for we shall not."*

- Logan Grimnar



## ABILITIES

The following ability is common to several Space Wolves units:

### And They Shall Know No Fear

You can re-roll failed Morale tests for this unit.

## SPACE WOLVES CHAPTER

The following Space Marines datasheets can be from the Space Wolves Chapter. Those that do replace the <CHAPTER> keyword on their datasheet in all instances with **SPACE WOLVES**. If a Space Marines unit does not appear on the list below, it cannot be from the Space Wolves Chapter, and so cannot have the **SPACE WOLVES** Faction keyword.

- Dreadnought (pg 35)
- Drop Pod (pg 48)
- Hellblaster Squad (pg 52)
- Imperial Space Marine (pg 30)
- Inceptor Squad (pg 43)
- Intercessor Squad (pg 30)
- Land Raider (pg 58)
- Land Raider Crusader (pg 59)
- Land Raider Excelsior (pg 61)
- Land Raider Redeemer (pg 60)
- Land Speeders (pg 46)
- Predator (pg 54)
- Primaris Ancient (pg 24)
- Primaris Lieutenants (pg 22)
- Razorback (pg 48)
- Rhino (pg 46)
- Rhino Primaris (pg 47)

- Servitors (pg 16)
- Venerable Dreadnought (pg 36)
- Vindicator (pg 55)
- Whirlwind (pg 54)
- Wolf Lord – use the Captain (pg 12) or Captain in Gravis Armour (pg 13) datasheet
- Wolf Lord in Terminator Armour – use the Captain in Terminator Armour datasheet (pg 12)
- Wolf Lord on Bike – use the Captain on Bike datasheet (pg 14)

<sup>1</sup> These vehicles can also transport Wulfen. Each Wulfen model takes the space of two other models.



## SPACE WOLVES DREADNOUGHT WARGEAR

SPACE WOLVES Dreadnoughts and Venerable Dreadnoughts wield a number of weapons that are unique to their Chapter.

Replace the wargear options on these datasheets with the following:

- Instead of an assault cannon, this model can be equipped with a hellfrost cannon or a weapon from the *Dreadnought Heavy Weapons* list (pg 11).
- Instead of a Dreadnought combat weapon and a storm bolter, this model can be equipped with a missile launcher or a twin autocannon.
- Instead of a storm bolter, this model can be equipped with a heavy flamer.
- Instead of a Dreadnought combat weapon, this model can be equipped with a great wolf claw.

Add the following wargear option and ability to the datasheet for SPACE WOLVES Venerable Dreadnoughts:

- Instead of an assault cannon, Dreadnought combat weapon and storm bolter, this model can be equipped with a Fenrisian great axe and blizzard shield.

**Blizzard Shield:** A model equipped with a blizzard shield has a 3+ invulnerable save.

## TEMPESTAS DISCIPLINE

Before the battle, generate the psychic powers for **PSYKERS** that can use the Tempestas discipline using the table below. You can either roll a D3 to generate their powers randomly (re-roll any duplicate results), or you can select the powers you wish the psyker to have.

### TEMPESTAS DISCIPLINE

#### D3 PSYCHIC POWER

##### Storm Caller

1 Storm Caller has a warp charge value of 6. If manifested, then until the start of your next Psychic phase, the psyker and any friendly **SPACE WOLVES** units within 6" of him gain the benefit of being in cover.

##### Tempest's Wrath

2 Tempest's Wrath has a warp charge value of 6. If manifested, pick an enemy unit within 18" of the psyker. Your opponent must subtract 1 from any hit rolls they make for that unit until the start of your next Psychic phase.

##### Jaws of the World Wolf

3 Jaws of the World Wolf has a warp charge value of 7. If manifested, pick an enemy unit within 18" of the psyker, other than a **VEHICLE**. Roll 2D6 and subtract the target's Move characteristic – the target unit suffers a number of mortal wounds equal to the result.

## WARGEAR

Many of the units you will find on the following pages reference one or more of the following wargear lists. When this is the case, the unit may take any item from the appropriate list below. The profiles for the items in these lists can be found in the appendix (pg 206-209 and 218-219).

### SPACE WOLVES COMBI-WEAPONS

- Storm bolter
- Combi-plasma
- Combi-flamer
- Combi-melta

### SPACE WOLVES MELEE WEAPONS

- Chainsword
- Frost axe
- Frost sword
- Lightning claw
- Power axe
- Power fist
- Power maul
- Power sword
- Thunder hammer
- Wolf claw

### SPACE WOLVES SPECIAL WEAPONS

- Flamer
- Plasma gun
- Meltagun

### SPACE WOLVES HEAVY WEAPONS

- Heavy bolter
- Lascannon
- Missile launcher
- Multi-melta
- Plasma cannon

### SPACE WOLVES TERMINATOR MELEE WEAPONS

- Chainfist
- Frost axe
- Frost sword
- Lightning claw
- Power axe
- Power fist
- Power maul
- Power sword
- Thunder hammer
- Wolf claw

### LOGAN GRIMMAR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Logan Grimmar	5"	2+	2+	4	4	7	5	9	2+

Logan Grimmar is a single model armed with the Axe Morkai and a storm bolter. Your army can only include one LOGAN GRIMMAR.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
The Axe Morkai	Melee	Melee	+2	-3	D3	-
One-handed	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Two-handed	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**Chapter Master:** You can re-roll failed hit rolls for friendly SPACE WOLVES units that are within 6" of Logan Grimmar.

**High King of Fenris:** You do not need to take Morale tests for friendly WOLF GUARD units within 6" of Logan Grimmar.

**Teleport Strike:** During deployment, you can set up Logan Grimmar in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases he can use a teleport strike to arrive on the battlefield – set him up anywhere on the battlefield that is more than 9" away from any enemy models.

**Belt of Russ:** Logan Grimmar has a 4+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** CHARACTER, INFANTRY, CHAPTER MASTER, TERMINATOR, WOLF LORD, LOGAN GRIMMAR

### LOGAN GRIMMAR ON STORMRIDER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Logan Grimmar on Stormrider	12"	2+	2+	4	6	12	5	9	3+

Logan Grimmar on Stormrider is a single model. Logan Grimmar rides atop Stormrider and is armed with the Axe Morkai and a storm bolter. Stormrider is drawn into battle by the High King's trusty Thunderwolves, Tyrnak and Fenris, who attack with a flurry of teeth and claws. Your army can only include one LOGAN GRIMMAR.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
The Axe Morkai	Melee	Melee	+2	-3	D3	-
One-handed	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Two-handed	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

**ABILITIES**

**Tyrnak and Fenris**

**Flurry of teeth and claws:** Melee Melee 5 -1 1

**And They Shall Know No Fear** (pg 130)

**Chapter Master:** You can re-roll failed hit rolls for friendly SPACE WOLVES units that are within 6" of Logan Grimmar.

**Alpha Predator:** You can re-roll failed charge rolls for this model.

**High King of Fenris:** You do not need to take Morale tests for friendly WOLF GUARD units within 6" of Logan Grimmar.

**Belt of Russ:** Logan Grimmar has a 4+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** CHARACTER, VEHICLE, CHAPTER MASTER, STORMRIDER, WOLF LORD, LOGAN GRIMMAR

**DAMAGE**  
Some of this model's characteristics change at it suffers damage, as shown below:

REMAINING W	M	ADDITIONAL ATTACKS
7-12+	10"	6
4-6	7"	5
1-3	4"	4

### WOLF LORD ON THUNDERWOLF

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Lord on Thunderwolf	10"	2+	2+	4	5	7	4	9	3+

A Wolf Lord on Thunderwolf is a single model armed with a chainsword, bolt pistol, frag grenades and krak grenades. He rides to battle atop a Thunderwolf, who attacks with crushing teeth and claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Wolf Lord	12"	Pistol 1	4	0	1	-
Bolt pistol	24"	Rapid Fire 1	4	0	1	-
Boltpgun	12"	Pistol 1	7	-3	1	-
Plasma pistol	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Standard	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Supercharge	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Chainsword	6"	Grenade D6	3	0	1	-
Frag grenade	6"	Grenade 1	6	-1	D3	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**Thunderwolf**

**Crushing teeth and claws:** Melee Melee 5 -1 1

After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.

**WARBEAR OPTIONS**

- This model may replace its chainsword with an item from the Space Wolves Melee Weapons list.
- This model may replace its bolt pistol with a boltpgun, plasma pistol, storm shield or an item from the Space Wolves Combi-weapons or Space Wolves Melee Weapons lists.

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**Belt of Russ:** This model has a 4+ invulnerable save.

**Jarl of Fenris:** You can re-roll hit rolls of 1 for friendly SPACE WOLVES units within 6" of this model.

**Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** CAVALRY, CHARACTER, THUNDERWOLF, WOLF LORD



Wolf Lord on Thunderwolf leads his Champions of Fenris into battle.



## RAGNAR BLACKMANE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ragnar Blackmane	6"	2+	2+	4	4	5	5	9	3+
Svangir	12"	3+	7+	4	4	1	3	4	6+
Ulfgir	12"	3+	7+	4	4	1	3	4	6+

Ragnar Blackmane is a single model armed with Frostfang, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.  
 • Ragnar's unit may include his two loyal Fenrisian Wolves, Svangir and Ulfgir (Power Rating +1). Svangir and Ulfgir attack with their teeth and claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	-0	1	-
Frostfang	Melee	Melee	+1	-4	2	-
Teeth and claws	Melee	Melee	User	-1	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES** And They Shall Know No Fear (pg 130)

**Belt of Russ:** Ragnar Blackmane has a 4+ invulnerable save.

**War Howl:** You can re-roll failed charge rolls for friendly SPACE WOLVES units within 6" of Ragnar Blackmane.

**Jarl of Fenris:** You can re-roll hit rolls of 1 for friendly SPACE WOLVES units within 6" of Ragnar Blackmane.

**Insane Bravado:** Ragnar Blackmane can perform a Heroic Intervention if he is within 6" of an enemy unit instead of only 3", and if he does so he can move 6" rather than 3".

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** CHARACTER, INFANTRY, WOLF LORD, RAGNAR BLACKMANE



## KROM DRAGONGAZE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Krom Dragongaze	6"	2+	2+	4	4	5	5	9	3+

Krom Dragongaze is a single model armed with Wyrmlaw, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Wyrmlaw	Melee	Melee	+2	-2	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES** And They Shall Know No Fear (pg 130)

**Jarl of Fenris:** You can re-roll hit rolls of 1 for friendly SPACE WOLVES units within 6" of Krom Dragongaze.

**The Fierce-eye:** Enemy units that are within 3" of Krom Dragongaze at the start of the Morale phase must reduce their Leadership by 1 for the duration of the phase.

**Belt of Russ:** Krom Dragongaze has a 4+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** CHARACTER, INFANTRY, WOLF LORD, KROM DRAGONGAZE



## HARALD DEATHWOLF

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Harald Deathwolf	10"	2+	2+	4	5	7	4	9	3+

Harald Deathwolf is a single model armed with Gladius, a bolt pistol, frag grenades and krak grenades. He rides to battle atop his Thunderwolf, Ketosoth, who attacks with crushing teeth and claws. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Harald Deathwolf	12"	Pistol 1	4	0	1	-
Bolt pistol	Melee	Melee	+2	-2	2	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.
Gladius	6"	Grenade D6	3	0	1	-
Frag grenade	6"	Grenade 1	6	-1	D3	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES** Crushing teeth and claws

And They Shall Know No Fear (pg 130)

**Expert Hunter:** During deployment, you can set up Harald Deathwolf ready to outflank his prey instead of placing him on the battlefield. At the end of any of your Movement phases he can join the battle – set him up so that he is within 12" of any battlefield edge of your choice and more than 9" away from any enemy models.

**Storm Shield:** Harald Deathwolf has a 3+ invulnerable save.

After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.

**Jarl of Fenris:** You can re-roll hit rolls of 1 for friendly SPACE WOLVES units within 6" of Harald Deathwolf.

**Lord of the Wolfkin:** All friendly THUNDERWOLF units and friendly units of Fenrisian Wolves or Cyberwolves within 6" in the Morale phase can use Harald Deathwolf's Leadership instead of their own.

**Mantle of the Troll King:** Add 1 to any saving throws you make for Harald Deathwolf against shooting attacks.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** CAVALRY, CHARACTER, THUNDERWOLF, WOLF LORD, HARALD DEATHWOLF



Harald Deathwolf leads the way. Wolf Lord Krom Dragongaze advances at the head of his warriors.

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### CANIS WOLFBOURN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Canis Wolfborn	10"	2+	5+	4	5	6	4	8	3+

Canis Wolfborn is a single model armed with two wolf claws, a bolt pistol, frag grenades, and krak grenades. He rides to battle atop his Thunderwolf Fangir, who attacks with crushing teeth and claws. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Canis Wolfborn Bolt pistol	12"	Pistol 1	4	0	1	-
Wolf claw	Melee	Melee	+1	-2	1	You can re-roll failed wound rolls for this weapon. A model armed with two wolf claws can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**Fangir**  
Crushing teeth and claws: Melee, Melee, 5, -1, 1. After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.

**ABILITIES**  
And They Shall Know No Fear (pg 130)  
**Born of Wolves:** You can make 1 additional teeth and claws or crushing teeth and claws attack in the Fight phase for all friendly models in **THUNDERWOLF**, Fenisian Wolves or Cyberwolves units that are within 6" of Canis Wolfborn at the start of the phase.  
**Alpha Predator:** You can re-roll failed charge rolls for Canis Wolfborn.  
**Champion of the Deathwolves:** You can re-roll wound rolls of 1 for friendly **SPACE WOLVES** units that are within 6" of Canis Wolfborn.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
**KEYWORDS** CAVALRY, CHARACTER, THUNDERWOLF, WOLF GUARD, CANIS WOLFBOURN



Canis Wolfborn leads his pack of Thunderwolves into battle with the wolves of Fenisia.

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### RUNE PRIEST

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rune Priest	6"	2+	3+	4	4	4	3	9	3+

A Rune Priest is a single model armed with a runic axe, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Plasma pistol	12"	Pistol 1	7	-3	1	-
Standard	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Supercharge	Melee	Melee	+1	-2	D3	-
Runic axe	Melee	Melee	+2	-1	D3	-
Runic stave	Melee	Melee	User	-3	D3	-
Runic sword	6"	Grenade D6	3	0	1	-
Frag grenade	6"	Grenade 1	6	-1	D3	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WEARABLES**  
• This model may take a psychic hood.  
• This model may take runic armour.  
• This model may replace its runic axe with a runic stave or a runic sword.  
• This model may replace its bolt pistol with a plasma pistol or an item from the Space Wolves Combi-weapons list.  
• This model may take a jump pack (Power Rating +1). If it does, its Move characteristic becomes 12" and it gains the **JUMP PACK** and **FLY** keywords.

**ABILITIES**  
And They Shall Know No Fear (pg 130)  
**Runic Armour:** A model equipped with runic armour has a 5+ invulnerable save.  
**Psychic Hood:** You can add 1 to any Deny the Witch tests you make for a model equipped with a psychic hood against an enemy **PSYKER** within 12".  
**Psychic:** This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the Smiter power and one psychic power from the Tempestas discipline (pg 131).

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
**KEYWORDS** CHARACTER, INFANTRY, PSYKER, RUNE PRIEST



The Rune Priest harnesses the powers of the storm upon their foes.

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RUNE PRIEST IN TERMINATOR ARMOUR										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Rune Priest in Terminator Armour	5"	2+	3+	4	4	5	3	9	2+	
A Rune Priest in Terminator Armour is a single model armed with a runic axe and storm bolter.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Storm bolter	24"	Rapid Fire 2	4	0	1	-				
Runic axe	Melee	Melee	+1	-2	D3	-				
Runic stave	Melee	Melee	+2	-1	D3	-				
Runic sword	Melee	Melee	User	-3	D3	-				
WARDGEAR OPTIONS	<ul style="list-style-type: none"> <li>This model may take a psychic hood.</li> <li>This model may take Runic Terminator armour.</li> <li>This model may replace its runic axe with a runic stave or a runic sword.</li> <li>This model may replace its storm bolter with an item from the <i>Space Wolves Combi-weapons</i> list.</li> </ul>									
ABILITIES	<p><b>And They Shall Know No Fear</b> (pg 130)</p> <p><b>Psychic Hood:</b> You can add 1 to any Deny the Witch tests you make for a model equipped with a psychic hood against an enemy <b>PSYKER</b> within 12".</p> <p><b>Crux Terminatus:</b> This model has a 5+ invulnerable save.</p> <p><b>Runic Terminator Armour:</b> A model equipped with Runic Terminator armour has a 4+ invulnerable save.</p> <p><b>Teleport Strike:</b> During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can use a teleport strike to arrive on the battlefield – set it up anywhere on the battlefield that is more than 9" away from any enemy models.</p>									
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and one psychic power from the <i>Tempestas</i> discipline (pg 131).									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES									
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, PSYKER, RUNE PRIEST									

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RUNE PRIEST ON BIKE										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Rune Priest on Bike	14"	2+	3+	4	5	5	3	9	3+	
A Rune Priest on Bike is a single model armed with a runic axe, bolt pistol, frag grenades and krak grenades. He rides into battle on a Space Marine bike equipped with a twin boltgun.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Bolt pistol	12"	Pistol 1	4	0	1	-				
Plasma pistol	12"	Pistol 1	7	-3	1	-				
Standard	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.				
Supercharge	24"	Rapid Fire 2	4	0	1	-				
Twin boltgun	Melee	Melee	+1	-2	D3	-				
Runic axe	Melee	Melee	+2	-1	D3	-				
Runic stave	Melee	Melee	User	-3	D3	-				
Runic sword	6"	Grenade D6	3	0	1	-				
Frag grenade	6"	Grenade 1	6	-1	D3	-				
Krak grenade	<ul style="list-style-type: none"> <li>This model may take a psychic hood.</li> <li>This model may take runic armour.</li> <li>This model may replace its runic axe with a runic stave or a runic sword.</li> <li>This model may replace its bolt pistol with a plasma pistol or an item from the <i>Space Wolves Combi-weapons</i> list.</li> </ul>									
WARDGEAR OPTIONS	<p><b>And They Shall Know No Fear</b> (pg 130)</p> <p><b>Runic Armour:</b> A model equipped with runic armour has a 5+ invulnerable save.</p> <p><b>Psychic Hood:</b> You can add 1 to any Deny the Witch tests you make for a model equipped with a psychic hood against an enemy <b>PSYKER</b> within 12".</p> <p><b>Turbo-boost:</b> When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.</p>									
ABILITIES										
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and one psychic power from the <i>Tempestas</i> discipline (pg 131).									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES									
KEYWORDS	BIKER, CHARACTER, PSYKER, RUNE PRIEST									

## 7 Points

### NJAL STORMCALLER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Njal Stormcaller	6"	2+	2+	4	4	5	3	9	2+

Njal Stormcaller is a single model armed with the Staff of the Stormcaller, a bolt pistol, frag grenades and krak grenades. Njal is accompanied by his psyber-raven, Nightwing. Your army can only include one NJAL STORMCALLER.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Nightwing	12"	Assault D6	3	0	1	-
Staff of the Stormcaller	Melee	Melee	+2	-1	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**Lord of Tempests:** You can add 1 to any Psychic tests you make for Njal Stormcaller.

**Psychic Hood:** You can add 1 to any Deny the Witch tests you make for Njal Stormcaller against an enemy **PSYKER** within 12".

**PSYKER**

Njal Stormcaller can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. He knows the *Smite* power and three psychic powers from the *Tempestas* discipline (pg 131).

**FACTION KEYWORDS**

**KEYWORDS**

## 9 Points

### NJAL STORMCALLER IN RUNIC TERMINATOR ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Njal Stormcaller in Runic Terminator Armour	9"	2+	2+	4	4	6	3	9	2+

Njal Stormcaller in Runic Terminator Armour is a single model armed with the Staff of the Stormcaller and a bolt pistol. Njal is accompanied by his psyber-raven, Nightwing. Your army can only include one NJAL STORMCALLER.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Nightwing	12"	Assault D6	3	0	1	-
Staff of the Stormcaller	Melee	Melee	+2	-1	D3	-

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**Lord of Tempests:** You can add 1 to any Psychic tests you make for Njal Stormcaller.

**Psychic Hood:** You can add 1 to any Deny the Witch tests you make for Njal Stormcaller against an enemy **PSYKER** within 12".

**Runic Terminator Armour:** Njal Stormcaller has a 4+ invulnerable save.

**PSYKER**

Njal Stormcaller can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. He knows the *Smite* power and three psychic powers from the *Tempestas* discipline (pg 131).

**FACTION KEYWORDS**

**KEYWORDS**

## 5 Points

### WOLF PRIEST

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Priest	6"	2+	3+	4	4	4	3	9	3+

A Wolf Priest is a single model armed with a crozius arcanum, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Plasma pistol - Standard	12"	Pistol 1	7	-3	1	-
Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Crozius arcanum	Melee	Melee	+1	-1	2	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- This model may replace its bolt pistol with a plasma pistol or an item from the *Space Wolves Combi-weapons* list.
- This model may take a jump pack (**Power Rating +1**). If it does, its Move characteristic becomes 12" and it gains the **JUMP PACK** and **FLY** keywords.

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**Jump Pack Assault:** If this model has a jump pack, when you set it up during deployment, it can be set up high in the skies, ready to strike, instead of being placed on the battlefield. If it is, it can make a sudden assault to arrive on the battlefield at the end of any of your Movement phases; when it does so set it up anywhere that is more than 9" from any enemy models.

**Oath of War:** You can re-roll failed hit rolls in the Fight phase for friendly **SPACE WOLVES** units within 6" of this model.

**Spiritual Leader:** All friendly **SPACE WOLVES** units within 6" of this model in the *Morale* phase can use its Leadership instead of their own.

**Wolf Amulet:** This model has a 4+ invulnerable save.

**Healing Balms:** At the end of your Movement phase a Wolf Priest can attempt to heal a single model. To do so, select a **SPACE WOLVES INFANTRY, BIKER or CAVALRY** unit within 3" of him. If that unit contains a wounded model, it is healed and immediately regains up to D3 lost wounds. A unit can only be the target of Healing Balms once in each turn.

**FACTION KEYWORDS**

**KEYWORDS**

## WOLF PRIEST IN TERMINATOR ARMOUR

**8** POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Priest in Terminator Armour	5"	2+	3+	4	4	5	3	9	2+

A Wolf Priest in Terminator Armour is a single model armed with a crozius arcanum and storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Crozius arcanum	Melee	Melee	+1	-1	2	-

**WARGEAR OPTIONS**

- This model may replace its storm bolter with an item from the *Space Wolves Combi-weapons* list.

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**Teleport Strike:** During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can use a teleport strike to arrive on the battlefield – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

**Oath of War:** You can re-roll failed hit rolls in the Fight phase for friendly **SPACE WOLVES** units within 6" of this model.

**Spiritual Leader:** All friendly **SPACE WOLVES** units within 6" of this model in the Morale phase can use its Leadership instead of their own.

**Healing Balm:** At the end of your Movement phase a Wolf Priest in Terminator Armour can attempt to heal a single model. To do so, select a **SPACE WOLVES INFANTRY, BIKER or CAVALRY** unit within 3" of him. If that unit contains a wounded model, it is healed and immediately regains up to D3 lost wounds. A unit can only be the target of Healing Balm once in each turn.

**Wolf Amulet:** This model has a 4+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** CHARACTER, INFANTRY, TERMINATOR, WOLF PRIEST

## WOLF PRIEST ON BIKE

**7** POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Priest on Bike	14"	2+	3+	4	5	5	3	9	3+

A Wolf Priest on Bike is a single model armed with a crozius arcanum, bolt pistol, frag grenades and krak grenades. He rides into battle on a Space Marine bike equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Crozius arcanum	Melee	Melee	+1	-1	2	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- This model may replace its bolt pistol with a plasma pistol or an item from the *Space Wolves Combi-weapons* list.

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**Oath of War:** You can re-roll failed hit rolls in the Fight phase for friendly **SPACE WOLVES** units within 6" of this model.

**Spiritual Leader:** All friendly **SPACE WOLVES** units within 6" of this model in the Morale phase can use its Leadership instead of their own.

**Healing Balm:** At the end of your Movement phase a Wolf Priest on Bike can attempt to heal a single model. To do so, select a **SPACE WOLVES INFANTRY, BIKER or CAVALRY** unit within 3" of him. If that unit contains a wounded model, it is healed and immediately regains up to D3 lost wounds. A unit can only be the target of Healing Balm once in each turn.

**Turbo-boost:** When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

**Wolf Amulet:** This model has a 4+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** BIKER, CHARACTER, WOLF PRIEST

## ULRIK THE SLAYER

**7** POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ulrik the Slayer	6"	2+	2+	4	4	5	4	9	3+

Ulrik the Slayer is a single model armed with a crozius arcanum, plasma pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	12"	Pistol 1	7	-3	1	-
Standard	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Supercharge	Melee	Melee	+1	-1	2	-
Crozius arcanum	6"	Grenade D6	3	0	1	-
Frag grenade	6"	Grenade 1	6	-1	D3	-
Krak grenade	And They Shall Know No Fear (pg 130)					

**ABILITIES**

**Healing Balm:** At the end of your Movement phase, Ulrik the Slayer can attempt to heal a single model. To do so, select a **SPACE WOLVES INFANTRY, BIKER or CAVALRY** unit within 3" of him. If that unit contains a wounded model, it is healed and immediately regains up to D3 lost wounds. A unit can only be the target of Healing Balm once in each turn.

**Wolf Amulet:** Ulrik the Slayer has a 4+ invulnerable save.

**Slayer's Oath:** You can re-roll failed hit rolls in the Fight phase for friendly **SPACE WOLVES** units within 6" of this model. If Ulrik the Slayer kills an enemy **CHARACTER or MONSTER**, then for the rest of the battle, you can add 1 to any wound rolls you make in the Fight phase for any friendly **SPACE WOLVES** units within 6" of him.

**Wolf Helm of Russ:** All friendly **SPACE WOLVES** units within 9" of Ulrik the Slayer in the Morale phase can use his Leadership instead of their own.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** CHARACTER, INFANTRY, WOLF PRIEST, ULRIK THE SLAYER



### 5 WOLF GUARD BATTLE LEADER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard Battle Leader	6"	2+	3+	4	4	4	4	8	3+

A Wolf Guard Battle Leader is a single model armed with a chainsword, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolgun	24"	Rapid Fire 1	4	0	1	-
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
Standard	12"	Pistol 1	7	-3	1	-
Superscharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- This model may replace its chainsword with an item from the *Space Wolves Melee Weapons* list.
- This model may replace its bolt pistol with a bolgun, plasma pistol, storm shield, or an item from the *Space Wolves Combi-weapons* or *Space Wolves Melee Weapons* lists.
- This model may take a jump pack (**Power Rating +1**). If it does, its Move characteristic becomes 12" and it gains the **JUMP PACK** and **FLY** keywords.

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**Huskarl to the Jarl:** You can re-roll wound rolls of 1 for friendly **SPACE WOLVES** units that are within 6" of this model.

**Jump Pack Assault:** If this model has a jump pack, when you set it up during deployment, it can be set up high in the skies, ready to strike, instead of being placed on the battlefield. If it is, it can make a sudden assault to arrive on the battlefield at the end of any of your Movement phases; when it does so set it up anywhere that is more than 9" from any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** CHARACTER, INFANTRY, WOLF GUARD, BATTLE LEADER



Heavily equipped packs of Wolf Guard storm into battle through the bitter snows of a frozen world.

### 6 WOLF GUARD BATTLE LEADER ON BIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard Battle Leader	14"	2+	3+	4	5	5	4	8	3+

A Wolf Guard Battle Leader on Bike is a single model armed with a chainsword, bolt pistol, frag grenades and krak grenades. He rides into battle on a Space Marine bike equipped with a twin bolgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolgun	24"	Rapid Fire 1	4	0	1	-
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
Standard	12"	Pistol 1	7	-3	1	-
Superscharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power Bolgun	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- This model may replace its chainsword with an item from the *Space Wolves Melee Weapons* list.
- This model may replace its bolt pistol with a bolgun, plasma pistol, storm shield, or an item from the *Space Wolves Combi-weapons* or *Space Wolves Melee Weapons* lists.

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**Huskarl to the Jarl:** You can re-roll wound rolls of 1 for friendly **SPACE WOLVES** units that are within 6" of this model.

**Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**Turbo-boost:** When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** BIKER, CHARACTER, WOLF GUARD, BATTLE LEADER

### 6 WOLF GUARD BATTLE LEADER IN TERMINATOR ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard Battle Leader in Terminator Armour	5"	2+	3+	4	4	5	4	8	2+

A Wolf Guard Battle Leader in Terminator Armour is a single model armed with a power sword and storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Power sword	Melee	Melee	User	-3	1	-

**WARGEAR OPTIONS**

- This model may replace its power sword with an item from the *Space Wolves Melee Weapons* list.
- This model may replace its storm bolter with a storm shield or an item from the *Space Wolves Combi-weapons* or *Space Wolves Melee Weapons* lists.

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**Crux Terminatus:** This model has a 5+ invulnerable save.

**Huskarl to the Jarl:** You can re-roll wound rolls of 1 for friendly **SPACE WOLVES** units that are within 6" of this model.

**Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**Teleport Strike:** During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can use a teleport strike to arrive on the battlefield - set it up anywhere on the battlefield that is more than 9" away from any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** CHARACTER, INFANTRY, TERMINATOR, WOLF GUARD, BATTLE LEADER



## WOLF GUARD BATTLE LEADER ON THUNDERWOLF

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard Battle Leader on Thunderwolf	10"	2+	3+	4	5	6	4	8	3+

A Wolf Guard Battle Leader on Thunderwolf is a single model armed with a chainsword, bolt pistol, frag grenades and Krak grenades. He rides to battle atop a Thunderwolf, who attacks with crushing teeth and claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Wolf Guard Battle Leader						
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolgun	24"	Rapid Fire 1	4	0	1	-
Plasma pistol - Standard	12"	Pistol 1	7	-3	1	-
Supercharge	12"	Pistol 1	8	-3	2	-
Chainsword	Melee	Melee	User	0	1	On a hit roll of 1, the bearer is slain.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

Thunderwolf	RANGE	TYPE	S	AP	D	ABILITIES
Crushing teeth and claws	Melee	Melee	5	-1	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.

<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>This model may replace its chainsword, with an item from the <i>Space Wolves Melee Weapons</i> list.</li> <li>This model may replace its bolt pistol with a bolgun, plasma pistol, storm shield, or an item from the <i>Space Wolves Combi-weapons</i> or <i>Space Wolves Melee Weapons</i> lists.</li> </ul>
<b>ABILITIES</b>	<p><b>And They Shall Know No Fear</b> (pg 130)</p> <p><b>Storm Shield:</b> A model equipped with a storm shield has a 3+ invulnerable save.</p> <p><b>Huskarl to the Jarl:</b> You can re-roll wound rolls of 1 for friendly <b>SPACE WOLVES</b> units that are within 6" of this model.</p>
<b>FACTION KEYWORDS</b>	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES
<b>KEYWORDS</b>	CAVALRY, CHARACTER, THUNDERWOLF, WOLF GUARD, BATTLE LEADER



## BJORN THE FELL-HANDED

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Bjorn the Fell-Handed	8"	2+	2+	7	8	8	5	9	3+

Bjorn the Fell-Handed is a single model armed with Trueclaw, an assault cannon and a heavy flamer. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy plasma cannon	36"	Heavy D3	7	-3	1	-
Standard Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapons shots have been resolved.
Helfrost cannon	24"	Heavy D3	6	-2	1	-
Dispersed beam focused beam	24"	Heavy 1	8	-4	D6	-
Chain lascannon	48"	Heavy 2	9	-3	D6	-
Trueclaw	Melee	Melee	+5	-4	D6	You can re-roll failed wound rolls for this weapon.

**WARGEAR OPTIONS**

- Bjorn the Fell-Handed may replace his assault cannon with a helfrost cannon, heavy plasma cannon or twin lascannon.

**ABILITIES**

- And They Shall Know No Fear** (pg 130)
- Legendary Tenacity:** Roll a D6 each time Bjorn the Fell-Handed loses a wound; on a roll of 5+ that wound is not lost.

- Ancient Tactician:** If your army is Battle-forged, you receive 1 additional Command Point if it includes Bjorn the Fell-Handed.
- Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, Bjorn the Fell-Handed can use his Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target him.

- Last of the Company of Russ:** You can re-roll hit rolls of 1 for friendly **SPACE WOLVES** units that are within 6" of Bjorn the Fell-Handed.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** CHARACTER, VEHICLE, DREADNOUGHT, BJORN THE FELL-HANDED



Bjorn the Fell-Handed leads his ancient brothers into battle against the Daemons of Tzeentch.

### 4 BLOOD CLAWS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Blood Claw	6"	3+	4+	4	4	1	1	7	3+
Blood Claw Pack Leader	6"	3+	4+	4	4	1	2	7	3+
Wolf Guard Pack Leader	6"	3+	3+	4	4	1	2	8	3+
Wolf Guard Pack Leader in Terminator Armour	5"	3+	3+	4	4	2	2	8	2+

This unit contains 1 Blood Claw Pack Leader and 4 Blood Claws. It can include up to 5 additional Blood Claws (Power Rating +4) or up to 10 additional Blood Claws (Power Rating +8). It can also include either a Wolf Guard Pack Leader (Power Rating +2) or a Wolf Guard Pack Leader in Terminator Armour (Power Rating +3).

- The Blood Claws, Blood Claw Pack Leader and Wolf Guard Pack Leader are each armed with a chainsword, bolt pistol, frag grenades and Krak grenades.
- A Wolf Guard Pack Leader in Terminator Armour is armed with a power sword and storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Plasma pistol	12"	Pistol 1	7	-3	1	-
- Standard	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
- Supercharge	12"	Pistol 1	4	0	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WEARER OPTIONS**

- One Blood Claw may replace his chainsword with an item from the *Space Wolves Special Weapons* list. If the unit includes 15 models, one additional Blood Claw may also do this.
- One Blood Claw may replace his bolt pistol with a plasma pistol.
- One Blood Claw may replace his chainsword with a power sword, power axe or power fist.
- The Blood Claw Pack Leader may replace his chainsword with a power sword, power axe or power fist.
- The Wolf Guard Pack Leader may replace his chainsword with an item from the *Space Wolves Melee Weapons* list; he may also replace his bolt pistol with a plasma pistol or an item from the *Space Wolves Combi-weapons* list.
- The Wolf Guard Pack Leader in Terminator Armour may replace his power sword with an item from the *Space Wolves Terminator Melee Weapons* list; he may also replace his storm bolter with a storm shield or an item from the *Space Wolves Combi-weapons* list.

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**Berserk Charge:** On a turn in which they make a successful charge, you can make 1 additional attack in the Fight phase with all models in this unit.

**Storm shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**Headstrong:** Unless this unit contains a Wolf Guard Pack Leader or Wolf Guard Pack Leader in Terminator Armour, or is within 6" of a friendly **WOLF GUARD**, it must declare a charge in its Charge phase if it is possible to do so.

**Crux Terminatus:** A Wolf Guard Pack Leader in Terminator Armour has a 5+ invulnerable save.

**FACTION KEYWORDS**  
IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS**  
INFANTRY, BLOOD CLAWS

### 6 LUKAS THE TRICKSTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lukas the Trickster	6"	2+	3+	4	4	4	4	8	3+

Lukas the Trickster is a single model armed with the Claw of the Jackalwolf, a plasma pistol, frag grenades and Krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	12"	Pistol 1	7	-3	1	-
- Standard	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
- Supercharge	12"	Pistol 1	+1	-2	2	You can re-roll failed wound rolls for this weapon.
Claw of the Jackalwolf	6"	Melee	3	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**

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**Blood Claws Hero:** You can add 1 to hit rolls you make for friendly **BLOOD CLAW** units within 6" of Lukas the Trickster.

**Master of Mischief:** Subtract 1 from the Leadership of all units (friend or foe) within 3" of Lukas the Trickster at the start of the Morale phase for the duration of the phase.

**Pelt of the Doppelgänger:** Your opponent must subtract 1 from any hit rolls for attacks that target Lukas the Trickster in the Fight phase.

**The Last Laugh:** If Lukas the Trickster is slain in the Fight phase, both players roll a dice, re-rolling ties; if you roll lowest, nothing happens; if you roll highest, the unit that landed the blow immediately suffers D6 mortal wounds.

**FACTION KEYWORDS**  
IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS**  
CHARACTER, INFANTRY, BLOOD CLAW, LUKAS THE TRICKSTER





## GREY HUNTERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grey Hunter	6"	3+	3+	4	4	1	1	7	3+
Grey Hunter Pack Leader	6"	3+	3+	4	4	1	2	7	3+
Wolf Guard Pack Leader	6"	3+	3+	4	4	1	2	8	3+
Wolf Guard Pack Leader in Terminator Armour	5"	3+	3+	4	4	2	2	8	2+

This unit contains 1 Grey Hunter Pack Leader and 4 Grey Hunters. It can include up to 5 additional Grey Hunters (Power Rating +5). It can also include either a Wolf Guard Pack Leader (Power Rating +2) or a Wolf Guard Pack Leader in Terminator Armour (Power Rating +3).

- The Grey Hunters and Grey Hunter Pack Leader are each armed with a boltgun, bolt pistol, frag grenades and krak grenades.
- The Wolf Guard Pack Leader is armed with a chainsword, bolt pistol, frag grenades and krak grenades.
- A Wolf Guard Pack Leader in Terminator Armour is armed with a power sword and storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Power axe	Melee	Melee	1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- Any Grey Hunter may take a chainsword.
- One Grey Hunter may take a wolf standard.
- For each five models in the unit, one Grey Hunter may replace his boltgun with an item from the *Space Wolves Special Weapons* list.
- One Grey Hunter may replace his bolt pistol with a plasma pistol.
- The Grey Hunter Pack Leader may take a chainsword, power axe, power fist or power sword.
- The Wolf Guard Pack Leader may replace his chainsword with an item from the *Space Wolves Melee Weapons* list; he may also replace his bolt pistol with a plasma pistol or an item from the *Space Wolves Combi-weapons* list.
- The Wolf Guard Pack Leader in Terminator Armour may replace his power sword with an item from the *Space Wolves Terminator Melee Weapons* list; he may also replace his storm bolter with a storm shield or an item from the *Space Wolves Combi-weapons* list.

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**Crux Terminatus:** A Wolf Guard Pack Leader in Terminator Armour has a 5+ invulnerable save.

**Wolf Standard:** You can re-roll any dice rolls of 1 when making an Advance or charge move for a unit that has a wolf standard.

**Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** INFANTRY, GREY HUNTERS



## IRON PRIEST

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Iron Priest	6"	2+	3+	4	4	4	3	8	2+

The Iron Priest is a single model armed with a thunder hammer, boltgun, servo-arm, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Helfrost pistol	12"	Pistol 1	8	-4	D3	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.
Tempest hammer	Melee	Melee	x2	-3	3	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- This model may replace its thunder hammer with a tempest hammer.
- This model may replace its boltgun with a bolt pistol or a helfrost pistol.

**And They Shall Know No Fear** (pg 130)

**ABILITIES**

**Battlesmith:** At the end of your Movement phase, this model can repair a single *SPACE WOLVES VEHICLE* within 1" of him. That model immediately regains D3 wounds lost earlier in the battle. A model can only be repaired once per turn.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** CHARACTER, INFANTRY, IRON PRIEST



From tempest hammers to helfrost pistols, Iron Priests wield many ancient and terrifying weapons of war.

### IRON PRIEST ON BIKE

**6 POWERS**

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Iron Priest on Bike	14"	2+	3+	4	5	5	3	8	2+

An Iron Priest on Bike is a single model armed with a thunder hammer, boltgun, servo-arm, frag grenades and krak grenades. He rides into battle on a Space Marine bike equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Hel frost pistol	12"	Pistol 1	8	-4	D3	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.
Plasma pistol - Standard	12"	Pistol 1	7	-3	1	-
Plasma pistol - Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Twin boltgun	24"	Rapid fire 2	4	0	1	-
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.
Tempest hammer	Melee	Melee	x2	-3	3	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- This model may replace its thunder hammer with a tempest hammer.
- This model may replace its boltgun with a bolt pistol or a hel frost pistol.

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**Battlesmith:** At the end of your Movement phase, if he didn't move more than 6", this model can repair a single **SPACE WOLVES VEHICLE** within 1" of him. That model immediately regains D3 wounds lost earlier in the battle. A model can only be repaired once per turn.

**Turbo-boost:** When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** BIKER, CHARACTER, IRON PRIEST

### IRON PRIEST ON THUNDERWOLF

**7 POWERS**

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Iron Priest on Thunderwolf	10"	2+	3+	4	5	6	3	8	2+

This Iron Priest on Thunderwolf is a single model armed with a thunder hammer, boltgun, servo-arm, frag grenades and krak grenades. His Thunderwolf attacks with its crushing teeth and claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Hel frost pistol	12"	Pistol 1	8	-4	D3	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.
Plasma pistol - Standard	12"	Pistol 1	7	-3	1	-
Plasma pistol - Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.
Tempest hammer	Melee	Melee	x2	-3	3	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- This model may replace its thunder hammer with a tempest hammer.
- This model may replace its boltgun with a bolt pistol or a hel frost pistol.

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**Battlesmith:** At the end of your Movement phase, if he didn't move more than 6", this model can repair a single **SPACE WOLVES VEHICLE** within 1" of him. That model immediately regains D3 wounds lost earlier in the battle. A model can only be repaired once per turn.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** CAVALRY, CHARACTER, THUNDERWOLF, IRON PRIEST

### CYBERWOLVES

**1 POWER**

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cyberwolf	10"	3+	-	4	4	2	3	4	4+

This unit contains 1 Cyberwolf. It can include up to 4 additional Cyberwolves (Power Rating +1 per model). Each model attacks with its teeth and claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Teeth and claws	Melee	Melee	User	-1	1	-

**ABILITIES**

**Swift Hunters:** You can re-roll failed charge rolls for this unit.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** BEAST, CYBERWOLVES



## WOLF SCOUTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Scout	6"	3+	3+	4	4	1	1	7	4+
Wolf Scout Pack Leader	6"	3+	3+	4	4	1	2	7	4+
Wolf Guard Pack Leader	6"	3+	3+	4	4	1	2	8	3+

This unit contains 1 Wolf Scout Pack Leader and 4 Wolf Scouts. It can include up to 5 additional Wolf Scouts (Power Rating +4). It can also include a Wolf Guard Pack Leader (Power Rating +2).

- The Wolf Scouts and Wolf Scout Pack Leader are each armed with a boltgun, bolt pistol, frag grenades and Krak grenades.
- A Wolf Guard Pack Leader is armed with a boltgun, bolt pistol, frag grenades and Krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Astartes shotgun	12"	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	-
Sniper rifle	36"	Heavy 1	4	0	1	On a hit roll of 1, the bearer is slain. This weapon may target a CHARACTER even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

- WARGEAR OPTIONS**
- Any Wolf Scout or Wolf Scout Pack Leader may take a camo cloak.
  - Any Wolf Scout or Wolf Scout Pack Leader replace its boltgun with a chainsword, combat knife, sniper rifle or Astartes shotgun.
  - One Wolf Scout may replace his boltgun with a heavy bolter, missile launcher or an item from the *Space Wolves Special Weapons* list.
  - One Wolf Scout may replace his boltgun with an item from the *Space Wolves Melee Weapons* list, or replace his bolt pistol with a plasma pistol.
  - The Wolf Scout Pack Leader may replace his boltgun with an item from the *Space Wolves Melee Weapons* list, or replace his bolt pistol with a plasma pistol.
  - The Wolf Guard Pack Leader may replace his boltgun with an item from the *Space Wolves Melee Weapons* list; he may also replace his bolt pistol with a plasma pistol or an item from the *Space Wolves Combi-weapons* list.

**ABILITIES**

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**Camo Cloaks:** If every model in a unit has a camo cloak you can add 2 to saving throws made for models in the unit when they receive the benefits of cover, instead of 1.

**Behind Enemy Lines:** During deployment, you can set up this unit behind enemy lines instead of placing it on the battlefield. At the end of any of your Movement phases the unit can join the battle – set it up so that he is within 6" of any battlefield edge of your choice and more than 9" away from any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
**KEYWORDS** INFANTRY, SCOUT, WOLF SCOUTS



## WULFEN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wulfen	7"	3+	5+	5	4	2	3	7	4+
Wulfen Pack Leader	7"	3+	5+	5	4	2	4	7	4+

This unit contains 1 Wulfen Pack Leader and 4 Wulfen. It can include up to 5 additional Wulfen (Power Rating +13). Each Wulfen fights with its Wulfen claws. The Wulfen Pack Leader is armed with frost claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storming auto-launcher	12"	Assault D3	4	0	1	-
Frost claws	Melee	Melee	+1	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon. You can re-roll failed wound rolls for this weapon.
Great frost axe	Melee	Melee	+3	-3	D3	The bearer can make 1 additional attack with this weapon on a turn in which it has charged.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Wulfen claws	Melee	Melee	User	-1	1	-

- WARGEAR OPTIONS**
- Any model may take a stormfrag auto-launcher.
  - Any Wulfen may replace their Wulfen claws with frost claws, a great frost axe or a thunder hammer and storm shield.

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**Bounding Lope:** Models in this unit can Advance and charge in the same turn, and can re-roll failed charge rolls.

**Death Frenzy:** Roll a D6 each time a model in this unit loses a wound; on a roll of 5+ that wound is not lost. If a model in this unit is slain in the Fight phase, once the unit that slew them has made its attacks, you can attack with them before removing their model as casualty, even if they have already attacked that phase.

**Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
**KEYWORDS** INFANTRY, WULFEN



The Wulfen lope into battle with ferocious howls, swinging their oversized weapons with feral fury.



## LONE WOLF

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lone Wolf	6"	2+	3+	4	4	3	3	8	3+

A Lone Wolf is a single model armed with a chainsword, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Plasma pistol	12"	Pistol 1	7	-3	1	-
- Standard	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
- Supercharge						Each time the bearer fights, it can make 1 additional attack with this weapon.
Chainsword	Melee	Melee	User	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARDIGER OPTIONS**

- This model may replace its chainsword with an item from the *Space Wolves Melee Weapons* list.
- This model may replace its bolt pistol with a storm shield, plasma pistol or an item from the *Space Wolves Combi-weapons* list.

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**...Worthy of a Saga:** You can re-roll failed wound rolls of 1 for this model when attacking a **CHARACTER** or **MONSTER** in the Fight phase.

**An Army of One:** This model can never have a Warlord Trait.

**Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**A Glorious Death...** Roll a D6 each time this model loses his final wound; on a roll of 4+ that wound is not lost. In addition, if this model is slain in the Fight phase, once the unit that slew him has made its attacks, you can attack with him before removing his model as casualty, even if he has already attacked that phase.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** CHARACTER, INFANTRY, LONE WOLF



Every Lone Wolf goes to battle determined to avenge his fallen pack-mates.



## LONE WOLF IN TERMINATOR ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lone Wolf in Terminator Armour	5"	2+	3+	4	4	4	3	9	2+

Lone Wolf in Terminator Armour is a single model armed with a power sword and storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Power sword	24"	Rapid Fire 2	4	0	1	-
Storm bolter	Melee	Melee	User	-3	1	-

**WARDIGER OPTIONS**

- This model may replace its power sword with an item from the *Space Wolves Terminator Melee Weapons* list.
- This model may replace its storm bolter with a storm shield or an item from the *Space Wolves Combi-weapons* list.

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**Teleport Strike:** During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can use a teleport strike to arrive on the battlefield – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

**Crux Terminatus:** This model has a 5+ invulnerable save.

**Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**A Glorious Death...** Roll a D6 each time this model loses his final wound; on a roll of 4+ that wound is not lost. In addition, if this model is slain in the Fight phase, once the unit that slew him has made its attacks, you can attack with him before removing his model as casualty, even if he has already attacked that phase.

**...Worthy of a Saga:** You can re-roll failed wound rolls of 1 for this model when attacking a **CHARACTER** or **MONSTER** in the Fight phase.

**An Army of One:** This model can never have a Warlord Trait.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** CHARACTER, INFANTRY, TERMINATOR, LONE WOLF



## MURDERFANG

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Murderfang	8"	2+	3+	6	7	8	5	8	3+

Murderfang is a single model armed with the Murderclaws, a storm bolter and a heavy flamer. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
The Murderclaws	Melee	Melee	x2	-3	3	You can re-roll failed wound rolls for this weapon.

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**Murderlust:** You can re-roll any failed charge rolls for Murderfang.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** CHARACTER, VEHICLE, DREADNOUGHT, MURDERFANG



## WOLF GUARD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard	6"	3+	3+	4	4	1	2	8	3+
Wolf Guard Pack Leader	6"	3+	3+	4	4	1	3	8	3+

This unit contains 1 Wolf Guard Pack Leader and 4 Wolf Guard. It can include up to 5 additional Wolf Guard (Power Rating +9). Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolgun	24"	Rapid Fire 1	4	0	1	-
Plasma pistol	12"	Pistol 1	7	-3	1	-
- Standard	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- Any model may replace its boltgun with an item from the *Space Wolves Combi-weapons* list.
- Any model may take an item from the *Space Wolves Melee Weapons* list.
- Any model may replace its bolt pistol with a storm shield, plasma pistol or an item from the *Space Wolves Melee Weapons* list.
- The entire unit may take jump packs (Power Rating +1 per 5 models). If it does, its Move characteristic becomes 12" and it gains the **JUMP PACK** and **FLY** keywords.

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**Jump Pack Assault:** If this unit has jump packs, when you set it up during deployment, it can be set up high in the skies, ready to strike, instead of being placed on the battlefield. If it is, it can make a sudden assault to arrive on the battlefield at the end of any of your Movement phases; when it does so set it up anywhere that is more than 9" from any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** INFANTRY, WOLF GUARD



Each member of a Wolf Guard pack is a hero with a mighty wyrd, saga-sung warriors who fight with their favoured weapons.



## WOLF GUARD ON BIKES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard on Bike	14"	3+	3+	4	5	2	2	8	3+
Wolf Guard Pack Leader	14"	3+	3+	4	5	2	3	8	3+

This unit contains 1 Wolf Guard Pack Leader on Bike and 4 Wolf Guard on Bikes. It can include up to 5 additional Wolf Guard on Bikes (Power Rating +14). Each model is armed with a chainsword, bolt pistol, frag grenades and krak grenades and rides into battle on a Space Marine bike equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolgun	24"	Rapid Fire 1	4	0	1	-
Plasma pistol	12"	Pistol 1	7	-3	1	-
- Standard	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Twin boltgun	24"	Rapid fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- Any model may take a boltgun or an item from the *Space Wolves Combi-weapons* list.
- Any model may replace its chainsword with an item from the *Space Wolves Melee Weapons* list.
- Any model may replace its bolt pistol with a storm shield, plasma pistol or an item from the *Space Wolves Melee Weapons* list.

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**Turbo-boost:** When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** BIKER, WOLF GUARD



## ARJAC ROCKFIST

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Arjac Rockfist	5"	2+	3+	5	4	5	4	8	2+

Arjac Rockfist is a single model armed with Foehammer. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Foehammer (shooting)	12"	Assault 1	x2	-3	D3	When attacking CHARACTERS or MONSTERS, this weapon has a Damage of 3.
Foehammer (melee)	Melee	Melee	x2	-3	D3	-

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**The Anvil Shield:** Arjac Rockfist has a 3+ invulnerable save. In addition, reduce all damage suffered by Arjac Rockfist by 1 (to a minimum of 1).

**Teleport Strike:** During deployment, you can set up Arjac Rockfist in his Strike Cruiser's teleportarium instead of placing him on the battlefield. At the end of any of your Movement phases he can use a teleport strike to arrive on the battlefield - set him up anywhere on the battlefield that is more than 9" away from any enemy models.

**Champion of the Kingsguard:** You can re-roll failed hit rolls for Arjac Rockfist in the Fight phase when targeting a CHARACTER. In addition, you can make 1 additional attack in the Fight phase for all models in friendly WOLF GUARD units within 6" of Arjac Rockfist at the start of the phase.

**Thane to the High King:** You can re-roll wound rolls of 1 for friendly SPACE WOLVES units that are within 6" of this model.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** CHARACTER, INFANTRY, TERMINATOR, WOLF GUARD, ARJAC ROCKFIST

15  
POINTS

## WOLF GUARD IN TERMINATOR ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard in Terminator Armour	5"	3+	3+	4	4	2	2	8	2+
Wolf Guard Pack Leader in Terminator Armour	5"	3+	3+	4	4	2	3	8	2+

This unit contains 1 Wolf Guard Pack Leader in Terminator Armour and 4 Wolf Guard in Terminator Armour. It can include up to 5 additional Wolf Guard in Terminator Armour (Power Rating +15).

- Each Wolf Guard in Terminator Armour is armed with a power fist and storm bolter.
- The Wolf Guard Pack Leader in Terminator Armour is armed with a power sword and storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cyclone missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	36"	Heavy 2D3	4	0	1	-
- Krak missile	36"	Heavy 2	8	-2	D6	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-

- WARGEAR OPTIONS**
- Any model may replace its power fist or power sword with an item from the *Space Wolves Terminator Melee Weapons* list.
  - Any model may replace its storm bolter with a storm shield or an item from the *Space Wolves Combi-weapons* or *Space Wolves Terminator Melee Weapons* lists.
  - For each five models, one Wolf Guard in Terminator Armour may take a cyclone missile launcher or replace their storm bolter with an item from the *Terminator Heavy Weapons* list.

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**Crux Terminatus:** All models in this unit have a 5+ invulnerable save.

**Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**Teleport Strike:** During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can use a teleport strike to arrive on the battlefield - set it up anywhere on the battlefield that is more than 9" away from any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** INFANTRY, TERMINATOR, WOLF GUARD

6  
POINTS

## SWIFTCLAWS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Swiftclaw	14"	3+	4+	4	5	2	1	7	3+
Swiftclaw Pack Leader	14"	3+	4+	4	5	2	2	7	3+
Swiftclaw Attack Bike	14"	3+	4+	4	5	4	2	7	3+
Swiftclaw Bike Leader	14"	3+	3+	4	5	2	2	8	3+

This unit contains 1 Swiftclaw Pack Leader and 2 Swiftclaws. It can include up to 3 additional Swiftclaws (Power Rating +5) or up to 7 additional Swiftclaws (Power Rating +11). It can also include a single Swiftclaw Attack Bike (Power Rating +3) and a Wolf Guard Bike Leader (Power Rating +3).

- The Swiftclaws and the Swiftclaw Pack Leader are each armed with a bolt pistol, frag grenades and krak grenades, and rides into battle on a Space Marine bike equipped with a twin bolgun.
- The Swiftclaw Attack Bike is crewed by two Swiftclaws armed with bolt pistols, frag grenades and krak grenades, and is itself equipped with a twin bolgun and a heavy bolter.
- The Swiftclaw Bike Leader is armed with a bolt pistol, frag grenades and krak grenades, and rides into battle on a Space Marine bike equipped with a twin bolgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
Standard	12"	Pistol 1	7	-3	1	-
Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Twin bolgun	24"	Rapid fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

- WARGEAR OPTIONS**
- Any model may replace its bolt pistol with a chainsword.
  - One Swiftclaw or Swiftclaw Pack Leader may replace their bolt pistol with a plasma pistol or an item from the *Space Wolves Special Weapons* list.
  - The Swiftclaw Pack Leader may replace his bolt pistol with an item from the *Space Wolves Melee Weapons* list.
  - The Wolf Guard Bike Leader may replace his bolt pistol with an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* list.
  - The Swiftclaw Attack Bike may replace its heavy bolter with a multi-melta.

**ABILITIES**

**And They Shall Know No Fear** (pg 130)

**Headstrong:** Unless this unit contains a Wolf Guard Bike Leader, or is within 6" of a friendly WOLF GUARD, it must declare a charge in its Charge phase if it is possible to do so.

**Berserk Charge:** On a turn in which they make a successful charge, you can make 1 additional attack in the Fight phase with all models in the unit.

**Turbo-boost:** When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** BIKER, BLOOD CLAW, SWIFTCLAWS



## SWIFTCLAW ATTACK BIKES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Swiftclaw Attack Bike	14"	3+	4+	4	5	4	2	7	3+

Swiftclaw Attack Bike. It can include 1 additional Swiftclaw Attack Bike (Power Rating +3) or 2 additional Swiftclaw Attack Bikes (Power Rating +6). Each model is crewed by two Swiftclaws armed with bolt pistols, frag grenades and Krak grenades, and is itself equipped with a twin boltgun and a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin boltgun	24"	Rapid fire 2	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS** • Any model may replace its heavy bolter with a multi-melta.

**ABILITIES** And They Shall Know No Fear (pg 130)

**Berserk Charge:** On a turn in which they make a successful charge, you can make 1 additional attack in the Fight phase with all models in the unit.

**Headstrong:** Unless this unit is within 6" of a friendly **WOLF GUARD**, it must declare a charge in its Charge phase if it possible to do so.

**Turbo-boost:** When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** BIKER, BLOOD CLAW, SWIFTCLAW ATTACK BIKES



## STORMWOLF

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stormwolf	*	6+	*	8	7	14	3	8	3+

Stormwolf is a single model armed with two lascannons, two twin heavy bolters and a twin heavy bolter cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lascannon	48"	Heavy 1	9	-3	D6	-
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin halfrost cannon	24"	Heavy 2D3	6	-2	1	When attacking with this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.
Dispensed beam	24"	Heavy 2	8	-4	D6	-
Focused beam	24"	Heavy 2	8	-4	D6	-
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

**WARGEAR OPTIONS**

**ABILITIES**

• This model may replace its twin heavy bolters with two twin multi-meltas or a skyhammer missile launcher.

**Crash and Burn:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D6 mortal wounds.

**Hover Jet:** Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

**Power of the Machine Spirit:** This model can move and fire Heavy weapons without suffering the penalty to its hit rolls.

**TRANSPORT**

A Stormwolf can transport 16 **SPACE WOLVES INFANTRY** models. Each **TERMINATOR**, **JUMP PACK** or **Wulfen** model takes the space of two other models. It may not transport **PRIMARIS** models.

**FACTION KEYWORDS**

IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS**

VEHICLE, TRANSPORT, FLY, STORMWOLF

### DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS
8-14+	20-50"	3+
4-7	20-35"	4+
1-3	20"	5+



## THUNDERWOLF CAVALRY

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thunderwolf Cavalry	10"	3+	3+	4	5	3	2	8	3+
Thunderwolf Cavalry Pack Leader	10"	3+	3+	4	5	3	3	8	3+

This unit contains 1 Thunderwolf Cavalry Pack Leader and 2 Thunderwolf Cavalry. It can include up to 3 additional Thunderwolf Cavalry (Power Rating +8). Each model is armed with a chainsword, bolt pistol, frag grenades and krak grenades, and rides to battle atop a fearsome Thunderwolf, who attacks with crushing teeth and claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
<b>Thunderwolf Cavalry &amp; Thunderwolf Cavalry Pack Leader</b>						
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**Thunderwolf**  
Crushing teeth and claws: Melee, Melee, 5, -1, 1. After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.

**WEARER OPTIONS**  
• Any model may replace its chainsword with an item from the *Space Wolves Melee Weapons* list.  
• Any model may replace its bolt pistol with a storm shield, boltgun or plasma pistol.

**ABILITIES**  
And They Shall Know No Fear (pg 130)      **Storm Shield:** A model equipped with a storm shield has a 3+ invulnerable save.

**FACTION KEYWORDS**      IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS**      CAVALRY, WOLF GUARD, THUNDERWOLF CAVALRY



## FENRISIAN WOLVES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fenrisian Wolf	10"	3+	-	4	4	1	2	4	6+
Cyberwolf	10"	3+	-	4	4	2	3	4	4+

This unit contains 5 Fenrisian Wolves. It can include up to 5 additional Fenrisian Wolves (Power Rating +2) or up to 10 additional Fenrisian Wolves (Power Rating +4). It can also include 1 Cyberwolf (Power Rating +1). Each model attacks with its teeth and claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Teeth and claws	Melee	Melee	User	-1	1	-

**ABILITIES**  
**Pack Mentality:** Add 1 to this unit's Leadership if it contains 6 or more models, or add 2 instead if the unit contains 10 or more models.      **Swift Hunters:** You can re-roll failed charge rolls for this unit.

**FACTION KEYWORDS**      IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS**      BEAST, FENRISIAN WOLVES



## SKYCLAWS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skyclaw	12"	3+	4+	4	4	1	1	7	3+
Skyclaw Pack Leader	12"	3+	4+	4	4	1	2	7	3+
Wolf Guard Sky Leader	12"	3+	3+	4	4	1	2	8	3+

This unit contains 1 Skyclaw Pack Leader and 4 Skyclaws. It can include up to 5 additional Skyclaws (Power Rating +4). It can also include a Wolf Guard Sky Leader (Power Rating +2). Each model is armed with a chainsword, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Plasma pistol	12"	Pistol 1	7	-3	1	-
Standard	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Supercharge	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Chainsword	6"	Grenade D6	3	0	1	-
Frag grenade	6"	Grenade 1	6	-1	D3	-

**WEARER OPTIONS**  
• Up to two models may replace their bolt pistol with a plasma pistol or an item from the *Space Wolves Special Weapons* list.  
• The Skyclaw Pack Leader may replace his chainsword with an item from the *Space Wolves Melee Weapons* list.  
• The Wolf Guard Sky Leader may replace his chainsword with an item from the *Space Wolves Melee Weapons* list; he may also replace his bolt pistol with a plasma pistol or an item from the *Space Wolves Combi-weapons* list.

**ABILITIES**  
**And They Shall Know No Fear** (pg 130)      **Berserk Charge:** On a turn in which they make a successful charge, you can make 1 additional attack in the Fight phase with all models in the unit.

**Jump Pack Assault:** When you set this unit up during deployment, it can be set up high in the skies, ready to strike, instead of being placed on the battlefield. If it is, it can make a sudden assault to arrive on the battlefield at the end of any of your Movement phases; when it does so set it up anywhere that is more than 9" from any enemy models.

**FACTION KEYWORDS**      IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES  
**KEYWORDS**      INFANTRY, BLOOD CLAW, JUMP PACK, FLY, SKYCLAWS



...seeking slaughter and glory at any price.



## STORMFANG GUNSHIP

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stormfang Gunship	*	6+	*	8	7	14	3	8	3+

A Stormfang Gunship is a single model armed with a helirost destructor, two twin heavy bolters and two stormstrike missile launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Helirost destructor						When attacking with this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.
- Dispersed beam	24"	Heavy 3D3	6	-2	2	-
- Focused beam	24"	Heavy 3	8	-4	D6	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

**WARGEAR OPTIONS**

- This model may replace its twin heavy bolters with two twin multi-meltas or a skyhammer missile launcher.
- This model may replace its stormstrike missile launchers with two lascannons.

**ABILITIES**

**Crash and Burn:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D6 mortal wounds.

**Hover Jet:** Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

**Power of the Machine Spirit:** This model can move and fire Heavy weapons without suffering the penalty to its hit rolls.

**TRANSPORT** This model can transport 6 SPACE WOLVES INFANTRY models. Each TERMINATOR, JUMP PACK or Wulfen model takes the space of two other models. It may not transport PRIMARIS models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** VEHICLE, TRANSPORT, FLY, STORMFANG GUNSHIP

### DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS
8-14+	20-50"	3+
4-7	20-35"	4+
1-3	20"	5+



## LONG FANGS

	M	WS	BS	S	T	W	A	Ld	Sv
Long Fang	6"	3+	3+	4	4	1	1	8	3+
Long Fang	6"	3+	3+	4	4	1	2	8	3+
Long Fang Pack Leader	6"	3+	3+	4	4	1	2	8	3+
Wolf Guard Pack Leader	5"	3+	3+	4	4	2	2	8	2+

**Terminator Armour**  
 This unit contains 1 Long Fang Pack Leader and 4 Long Fangs. It can include 1 additional Long Fang (Power Rating +1). It can also include a Wolf Guard Pack Leader (Power Rating +2) or a Wolf Guard Pack Leader in Terminator Armour (Power Rating +3). The Long Fangs and the Long Fang Pack Leader are each armed with a boltgun, bolt pistol, frag grenades and krak grenades. The Long Fang Pack Leader is also armed with a chainsword.  
 A Wolf Guard Pack Leader is armed with a chainsword, bolt pistol, frag grenades and krak grenades.  
 A Wolf Guard Pack Leader in Terminator Armour is armed with a power sword and storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Boltgun	12"	Pistol 1	4	0	1	-
Bolt pistol	24"	Rapid Fire 1	4	0	1	-
Plasma pistol	12"	Pistol 1	7	-3	1	-
Standard	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Supercharge	24"	Rapid Fire 2	4	0	1	-
Storm bolter	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Chainsword	Melee	Melee	User	-3	1	-
Power sword	6"	Grenade D6	3	0	1	-
Frag grenade	6"	Grenade 1	6	-1	D3	-
Krak grenade						

**WARGEAR OPTIONS**

- Any Long Fang may replace his boltgun with an item from the Space Wolves Heavy Weapons list.
- The Long Fang Pack Leader may replace his boltgun and bolt pistol with a plasma pistol or an item from the Space Wolves Special Weapons list.
- The Long Fang Pack Leader may replace his chainsword with an item from the Space Wolves Melee Weapons list.
- The Wolf Guard Pack Leader may replace his chainsword with an item from the Space Wolves Melee Weapons list; he may also replace his bolt pistol with a plasma pistol or an item from the Space Wolves Combi-weapons list.
- The Wolf Guard Pack Leader in Terminator Armour may replace his power sword with an item from the Space Wolves Terminator Melee Weapons list; he may also replace his storm bolter with an item from the Space Wolves Combi-weapons or Terminator Heavy Weapons list.

**ABILITIES** And They Shall Know No Fear (pg 130)

**Fire Discipline:** At the start of each of your Shooting phases, pick one enemy unit on the battlefield. You can re-roll hit rolls of 1 for any models from this unit that target the enemy unit you picked that phase.

**Crux Terminatus:** A Wolf Guard Pack Leader in Terminator Armour has a 5+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES

**KEYWORDS** INFANTRY, LONG FANGS

# DEATHWATCH ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Deathwatch miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have. Some abilities are common to several Deathwatch units, in which case they are described below and referenced on the datasheets themselves.

## ABILITIES

The following abilities are common to several Deathwatch units:

### And They Shall Know No Fear

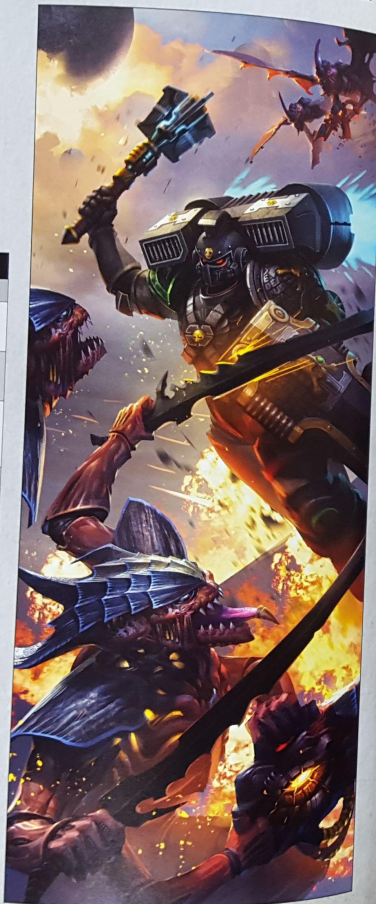
You can re-roll failed Morale tests for this unit.

### Special Issue Ammunition

When this unit fires a bolt pistol, boltgun, twin boltgun, stalker pattern boltgun or a guardian spear, you can choose for it to fire special issue ammunition. If you do so, choose one kind of ammunition from the following list, and apply the corresponding modifier.

#### SPECIAL ISSUE AMMUNITION

AMMUNITION	MODIFIER
Dragonfire bolt	Add 1 to the hit rolls for this weapon when targeting a unit that is in cover.
Hellfire round	This weapon always wounds on a 2+ (except against <b>VEHICLES</b> ).
Kraken bolt	Add 3" to the range of this weapon if it is a bolt pistol, or 6" otherwise, and improve the AP of the attack by 1 (e.g. an AP of 0 becomes -1).
Vengeance round	Subtract 3" from the range of this weapon if it is a bolt pistol, or 6" otherwise, and improve the AP of the attack by 2 (e.g. an AP of 0 becomes -2).



## DEATHWATCH CHAPTER

The following Space Marines datasheets can be from the Deathwatch. Those that replace the <CHAPTER> keyword on their datasheet in all instances with **DEATHWATCH**. If a Space Marines unit does not appear on the list below, it cannot be from the Deathwatch, and so cannot have the **DEATHWATCH** Faction keyword.

- Chaplain (pg 19)
- Dreadnought (pg 35)
- Drop Pod (pg 48)
- Land Raider (pg 58)
- Land Raider Crusader (pg 59)
- Land Raider Redeemer (pg 60)
- Librarian (pg 14)
- Librarian in Terminator Armour (pg 15)
- Razorback (pg 48)
- Rhino (pg 46)
- Venerable Dreadnought (pg 36)
- Watch Captain – use the Captain datasheet (pg 12)
- Watch Captain in Terminator Armour – use the Captain in Terminator Armour datasheet (pg 12)

## DEATHWATCH WARGEAR

The Deathwatch favour different weapons to other Space Marine Chapters.

Add the following weapons to the **Pistols** list (pg 11) when equipping **DEATHWATCH** units:

- Inferno pistol
- Hand flamer

Remove the following weapon from the **Combi-weapons** lists (pg 11) when equipping **DEATHWATCH** units:

- Combi-grav

Use the **Deathwatch Dreadnought Heavy Weapons** list instead of the Space Marines **Dreadnought Heavy Weapons** list when equipping **DEATHWATCH DREADNOUGHTS**. In addition, **DEATHWATCH DREADNOUGHTS** cannot replace their Dreadnought combat weapon and storm bolter with a twin autocannon.

A **DEATHWATCH** Captain may replace his chainsword with a xenophase blade.

The only change a **DEATHWATCH** Captain in Terminator Armour can make to their default equipment is to replace their power sword with a relic blade.

**DEATHWATCH** Librarians and Chaplains may not be equipped with jump packs.

A **DEATHWATCH** Chaplain may not be equipped with a power fist.

A **DEATHWATCH** Librarian in Terminator Armour may not be equipped with a storm shield.

A **DEATHWATCH** Razorback cannot be equipped with a twin heavy flamer or a lascannon and twin plasma gun.

## WARGEAR

Many of the units you will find on the following pages reference one or more of the following wargear lists. When this is the case, the unit may take any item from the appropriate list below. The profiles for the weapons in these lists can be found in the appendix (pg 206-209 and 221).

### DEATHWATCH EQUIPMENT

Up to two items can be chosen from the following list:

- Bolt pistol
- Chainsword
- Grav-pistol
- Inferno pistol
- Hand flamer
- Lightning claw
- Plasma pistol
- Power axe
- Power fist
- Power lance
- Power maul
- Power sword
- Storm shield
- Thunder hammer
- Xenophase blade<sup>1</sup>

<sup>1</sup> Watch Sergeant only

One weapon can be chosen from the following list:

- Boltgun
- Combi-flamer
- Combi-melta
- Combi-plasma
- Deathwatch shotgun
- Flamer
- Grav-gun
- Meltagun
- Plasma gun
- Stalker pattern boltgun
- Storm bolter

### DEATHWATCH HEAVY WEAPONS

- Deathwatch frag cannon
- Heavy bolter
- Heavy flamer
- Infernus heavy bolter
- Missile launcher

### DEATHWATCH VANGUARD EQUIPMENT

- Bolt pistol
- Chainsword
- Grav-pistol
- Inferno pistol
- Hand flamer
- Lightning claw
- Plasma pistol
- Power axe
- Power fist
- Power lance
- Power maul
- Power sword
- Storm shield
- Thunder hammer

### DEATHWATCH TERMINATOR MELEE WEAPONS

- Chainfist
- Power axe
- Power lance
- Power maul
- Power sword
- Power fist & meltagun

### DEATHWATCH TERMINATOR HEAVY WEAPONS

- Heavy flamer
- Assault cannon
- Cyclone missile launcher & storm bolter

### DEATHWATCH DREADNOUGHT HEAVY WEAPONS

- Twin lascannon
- Assault cannon
- Plasma cannon



## WATCH MASTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Watch Master	6"	2+	2+	4	4	6	4	9	2+

A Watch Master is a single model armed with a guardian spear, frag grenades and krak grenades.

WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Guardian spear (shooting)	24"	Rapid Fire 1	4	-1	2	-
Guardian spear (melee)	Melee	Melee	+1	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES** **And They Shall Know No Fear, Special Issue Ammunition** (pg 170) **Watch Master:** You can re-roll failed hit rolls for friendly DEATHWATCH units within 6" of this model.

**Iron Halo:** This model has a 4+ invulnerable save.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

**KEYWORDS** INFANTRY, CHARACTER, WATCH MASTER



## WATCH CAPTAIN ARTEMIS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Watch Captain Artemis	6"	2+	2+	4	4	5	4	9	3+

Watch Captain Artemis is a single model armed with a power sword, Hellfire Extremis, frag grenades, krak grenades and a stasis bomb. Only one of this model may be included in your army.

WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Hellfire Extremis	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
Hellfire flamer	8"	Assault D6	*	0	1	This weapon automatically hits its target. This weapon wounds on a 4+, unless it is targeting a VEHICLE, in which case it wounds on a 6+.
Bolgun	24"	Rapid Fire 1	4	0	1	-
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**Stasis bomb** 6" Grenade 1 - - - This weapon can only be used once per battle. If the attack hits, deal D6 mortal wounds to your target. If it misses, Watch Captain Artemis suffers D6 mortal wounds.

**ABILITIES** **And They Shall Know No Fear, Special Issue Ammunition** (pg 170) **Unstoppable Champion:** Roll a D6 whenever Watch Captain Artemis loses a wound. On a 6, he does not lose that wound.

**Rites of Battle:** You can re-roll hit rolls of 1 made for friendly DEATHWATCH units within 6" of Watch Captain Artemis.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

**KEYWORDS** INFANTRY, CHARACTER, CAPTAIN, ARTEMIS



## DEATHWATCH KILL TEAM

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathwatch Veteran	6"	3+	3+	4	4	1	2	8	3+
Watch Sergeant	6"	3+	3+	4	4	1	3	9	3+
Black Shield	6"	3+	3+	4	4	1	3	8	3+
Deathwatch Terminator	5"	3+	3+	4	4	2	2	8	2+
Deathwatch Biker	14"	3+	3+	4	5	2	2	8	3+
Deathwatch Vanguard Veteran	12"	3+	3+	4	4	1	2	8	3+

This unit contains 5 Deathwatch Veterans. A Watch Sergeant can take the place of one Deathwatch Veteran. It can include up to 5 additional models in any combination of Deathwatch Veterans (Power Rating +2 per model), Deathwatch Terminators (Power Rating +3 per model), Deathwatch Bikers (Power Rating +2 per model) and Deathwatch Vanguard Veterans (Power Rating +2 per model).

- Each Deathwatch Veteran, Watch Sergeant and Black Shield is equipped with a bolting, frag grenades and krak grenades.
- Each Deathwatch Terminator is armed with a storm bolter and power fist.
- Each Deathwatch Vanguard Veteran is equipped with a bolt pistol, chainsword, frag grenades and krak grenades.
- Each Deathwatch Biker is armed with frag grenades and krak grenades, and rides into battle on a Space Marine bike equipped with a twin bolgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolgun	24"	Rapid Fire 1	4	0	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Twin bolgun	24"	Rapid fire 2	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARBEAR OPTIONS**

- Any Deathwatch Veteran, Watch Sergeant or Black Shield may replace their bolgun with two items from the *Deathwatch Equipment* list.
- Up to 4 Deathwatch Veterans may replace their bolgun with an item from the *Deathwatch Heavy Weapons* list.
- Any Deathwatch Terminator may replace their bolgun with a heavy thunder hammer (pg 221).
- A Watch Sergeant may take a combat shield (pg 209).
- Any Deathwatch Vanguard Veteran may replace their bolt pistol and chainsword with a heavy thunder hammer (pg 221) or two items chosen from the *Deathwatch Vanguard Equipment* list.

**ABILITIES** **And They Shall Know No Fear, Special Issue Ammunition** (pg 170)

**Mixed Unit:** A Deathwatch Kill Team can contain models with different Toughness characteristics. If this is the case, use the Toughness characteristic of the majority of the models in the unit when the enemy makes wound rolls against it. If there is no majority, the Deathwatch player may choose which of the values is used. Whilst the unit includes any Deathwatch Terminators, it has the **TERMINATOR** keyword; whilst it includes any Deathwatch Bikers, it has the **BIKER** keyword; whilst it includes any Deathwatch Vanguard Veterans, it has the **JUMP PACK** keyword.

**Unflinching:** This unit automatically passes Morale tests if it contains any Deathwatch Terminators.

**Crux Terminatus:** Deathwatch Terminators have a 5+ invulnerable save.

**Vanguard Strike:** When a Kill Team that includes any Vanguard Veterans Falls Back, it can shoot later that turn as if it could Fly.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

**KEYWORDS** INFANTRY, KILL TEAM



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POWER

## DEATHWATCH TERMINATORS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathwatch Terminator	5"	3+	3+	4	4	2	2	8	2+
Deathwatch Terminator Sergeant	5"	3+	3+	4	4	2	3	9	2+

This unit contains 1 Deathwatch Terminator Sergeant and 4 Deathwatch Terminators. It can include up to 5 additional Deathwatch Terminators (Power Rating +13).

- Each Deathwatch Terminator is armed with a storm bolter and power fist.
- The Deathwatch Terminator Sergeant is armed with a storm bolter and power sword.

WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	
Lightning claw	Melee	Melee		User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee		User	-3	1	-
Thunder hammer	Melee	Melee		x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

- WARGEAR OPTIONS**
- Up to 3 Deathwatch Terminators may replace their storm bolter with a weapon from the *Deathwatch Terminator Heavy Weapons* list.
  - Any model may replace its power fist or power sword with a weapon from the *Deathwatch Terminator Melee Weapons* list.
  - Any model may replace its storm bolter and power fist with two lightning claws or a thunder hammer and storm shield (pg 209).

**ABILITIES**

**And They Shall Know No Fear** (pg 170)

**Crux Terminatus:** Terminators have a 5+ invulnerable save.

**Unflinching:** This unit automatically passes Morale tests.

**Teleport Strike:** During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can use a teleport strike to arrive on the battlefield – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

**KEYWORDS** INFANTRY, TERMINATORS



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POWER

## DEATHWATCH VANGUARD VETERANS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathwatch Vanguard Veteran	12"	3+	3+	4	4	1	2	8	3+
Deathwatch Vanguard Sergeant	12"	3+	3+	4	4	1	3	9	3+

This unit contains 1 Deathwatch Vanguard Sergeant and 4 Deathwatch Vanguard Veterans. It can include up to 5 additional Deathwatch Vanguard Veterans (Power Rating +10). Each model is equipped with a bolt pistol, chainsword, frag grenades and krak grenades.

WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1	4	0	1	-	
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Heavy thunder hammer	Melee	Melee		x2	-3	D6	When attacking with this weapon, you must subtract 1 from the hit roll. Each time you make a wound roll of 6+ with this weapon, that hit is resolved with a Damage of 6.
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

- WARGEAR OPTIONS**
- Any model may replace their bolt pistol and chainsword with two items from the *Deathwatch Vanguard Equipment* list.
  - Any Deathwatch Vanguard Veteran may replace their bolt pistol and chainsword with a heavy thunder hammer.
- ABILITIES**
- And They Shall Know No Fear, Special Issue Ammunition** (pg 170)
- Jump Pack Assault:** During deployment, you can set up this unit high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this unit can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

**KEYWORDS** INFANTRY, JUMP PACK, FLY, VANGUARD VETERANS



Specialise in pinpoint strikes, stabbing into the heart of the enemy's ranks.



## DEATHWATCH BIKERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathwatch Biker	14"	3+	3+	4	5	2	2	8	3+
Deathwatch Biker Sergeant	14"	3+	3+	4	5	2	3	9	3+

This unit contains 1 Deathwatch Biker Sergeant and 2 Deathwatch Bikers. It can include up to 3 additional Deathwatch Bikers (Power Rating +5). Each model is armed with frag grenades and krak grenades, and rides into battle on a Space Marine bike equipped with a twin boltgun.

WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Twin boltgun	24"	Rapid fire 2	4	0	1	-
Power axe	Melee	Melee	+1	-2	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- Any model may take a power axe, power maul or power sword.
- One Deathwatch Biker may take a Deathwatch teleport homer.

### ABILITIES

**And They Shall Know No Fear, Special Issue Ammunition** (pg 170)

**Relentless Assault:** When this unit Falls Back, it can charge later that turn.

**Turbo-boost:** When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

**Deathwatch Teleport Homer:** If this unit has a Deathwatch teleport homer, place it anywhere in your deployment zone when your army deploys. If an enemy model is ever within 9" of the Deathwatch teleport homer, it is deactivated and removed from the battlefield. Whilst there are any friendly Deathwatch teleport homers on the battlefield, a unit that contains one or more Deathwatch Terminators can perform an emergency teleport instead of moving in its Movement phase. At the end of the Movement phase, remove the unit and then set it up with all models within 6" of a friendly Deathwatch teleport homer. That Deathwatch teleport homer then shorts out and is removed from the battlefield.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

**KEYWORDS** BIKERS



The deafening roar of engines and bol-



## CORVUS BLACKSTAR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Corvus Blackstar	* 6+	*	8	7	14	*	8	3+	

A Corvus Blackstar is a single model equipped with a twin assault cannon and two stormstrike missile launchers.

### DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
8-14+	20-45"	3+	3
4-7	20-30"	4+	D3
1-3	20"	5+	1

**WEAPONS**

WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Blackstar rocket launcher	When attacking with this weapon, choose one of the profiles below.					
- Corvid warhead	30"	Heavy D6	6	-1	1	Add 1 to hit rolls for this weapon when targeting a unit that can FLY.
- Dracos warhead	30"	Heavy D6	4	0	1	Add 1 to hit rolls for this weapon when targeting a unit that is in cover.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

### WARGEAR OPTIONS

- This model may replace its twin assault cannon with a twin lascannon.
- This model may replace its two stormstrike missile launchers with two Blackstar rocket launchers.
- This model may take an infernum halo-launcher or an auspex array.

### ABILITIES

**Hover Jet:** Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

**Airborne:** This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.

**Hard to Hit:** Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

**Supersonic:** Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll a dice.

This model can transport 12 DEATHWATCH INFANTRY models. Each JUMP PACK or TERMINATOR model takes the space of two other models. It can also transport DEATHWATCH BIKER models - each takes up the space of three other models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH

**KEYWORDS** VEHICLE, TRANSPORT, FLY, CORVUS BLACKSTAR

**Crash and Burn:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D6 mortal wounds.

**Blackstar Cluster Launcher:** This model can fire its Blackstar cluster launcher as it flies over enemy units in its Movement phase. To do so, after this model has moved, pick one enemy unit that it flew over. Then, roll one D6 for each model in the enemy unit (up to a maximum of 10 D6). Each time you roll a 6 the unit being bombed suffers 1 mortal wound.

**Auspex Array:** You can re-roll hit rolls of 1 for a model with an auspex array when targeting an enemy in the Shooting phase that cannot FLY.

**Infernum Halo-Launcher:** If an enemy unit that can FLY targets a supersonic model with an infernum halo-launcher in the Shooting phase, your opponent must subtract 1 from the subsequent hit rolls.

# GREY KNIGHTS

An ancient order of champions shrouded in mystery and legend, the Grey Knights are Humanity's greatest defence against the threat of Daemontkind. Though the common folk of the Imperium will never know of their sacrifice and courage, it is only by their hand that the untold perils of the warp are kept at bay.

Within the warp – that roiling, ever-mutable dimension in which the accumulated sins and fears of the mortal races take terrible form – lurk the greatest threats to Humanity's survival. Creatures of unnatural horror and awful might, the Daemons of Chaos ever hunger for mortal souls, and strain constantly against the fabric of reality in their desperation to break through into realspace and commit their manifold atrocities upon Mankind. The Emperor, in his infinite wisdom, recognised this grave peril, and created a unique order of Space Marines whose entire purpose was to combat the daemonic threat. Thus were the Grey Knights founded, the ultimate weapon against the Dark Powers.

If only a fraction of Humanity possess the strength and will to become a Space Marine, that number is even lower for those chosen to take up the ceaseless vigil of a Grey Knight. Of the millions of recruits who are brought to the Knights' secret citadel upon Titan for testing, only a handful survive the vicious physical and mental torment inflicted upon them by their pitiless handlers. The brutality of this training is necessary. The Grey Knights fight on the forefront of a war that will decide the fate of the Imperium, and the hideous threats they face would shatter the minds of the unworthy. It is for this very reason that every Grey Knight is psychically active – there is no greater weapon against the creatures of the immaterium than to turn the power of the warp against them. Even amongst the Librarians of the Adeptus Astartes, this constant exposure to the horrors of Daemontkind would risk the insidious threat of possession, but every brother of the Grey Knights is incorruptible and utterly pure of soul. When they gaze into the warp, the shapeless malice within recoils to witness such strength of will.

Due to their unique mission, the Grey Knights do not adhere to the Codex Astartes. The Chapter is instead organised into brotherhoods – roughly comparable to the companies of the Space Marines – and armed with a variety of unique and esoteric weaponry and equipment focused towards the slaying of Daemons. Grey Knights learn to master all of these weapons during their vigil; a brother may begin his service in a lightly-armoured Strike Squad, before shifting into a heavily-armed Terminator Squad or taking up the storm bolter of a Purgator. Terminators form the backbone of a brotherhood's fighting force. It is a mark of the elite nature of the Grey Knights that their battle line troops are armed and armoured with the most powerful technology in the Imperium. They wield Nemesis force weapons, psychically active artefacts inscribed with runes of Daemon-slaying and bearing advanced power-field generators. These wondrous blades can carve through the unnaturally thick hide of a warp-spawned monstrosity as if it were naught but leprous skin.

When a daemonic threat emerges to threaten the Imperium, the Grey Knights strike with the fury of the Emperor, teleporting into the thick of the enemy force in a terrifying eruption of psychic might and blistering firepower. They know they must banish or slaughter their daemonic foes quickly, lest the incursion

spread further and further, and more wretched abominations crawl forth from the immaterium. Terminators lumber forward, unleashing the thunderous percussion of their storm bolters. Scores of Daemons are shredded and blasted apart as bolter rounds inscribed with ancient runes of warding strike home. Before the monstrous ranks can react, the Grey Knights are amongst them, slashing and slicing with their Nemesis blades, purifying the taint of Daemontkind with bolter and flamer. Towering Nemesis Dreadknights stalk through the carnage, crushing foes to bloody paste with their energised fists, sending great thunderstorms of psyannon rounds into the thick of the Daemon ranks.

Whatever creature leads this army of the damned, whether it be the Daemon Prince or mortal sorcerer, is hunted down and obliterated utterly, its psychic essence sent screaming into the warp. Shorn of their anchor to the material plane, the summoner's daemonic minions are sent howling back into the nightmare dimension they call home. A single battle in the eternal war is won, and yet there is barely a moment of respite for the Grey Knights. Upon the moon of Saturn, in the Citadel of Titan, the psychics known as Prognosticators read and interpret the twisting skeins of the warp using the Emperor's Tarot, constantly searching for new threats. Few as they are, the warriors of Titan cannot address every daemonic incursion, and so the Prognosticators seek the gravest, most terrible gatherings of Daemontkind, those manifestations that threaten entire sectors of the Imperium. There the Grey Knights strike with the light of the Emperor blazing in their souls, fighting and dying on behalf of a galaxy that will never know the magnitude of their sacrifice.

## THE SECRET WAR

The wider Imperium has never heard of the Grey Knights. The truth of the warp and its infinite horrors is kept from the Imperium's citizens, for if Humanity was to truly recognise the nightmare that threatens to envelop it, the consequences would be grave indeed. Any reports of daemonic activity are quickly and ruthlessly censored by the Inquisition, which maintains close ties with the Grey Knights, often aiding or facilitating their campaigns of eradication.

Only the Grey Knights are truly immune to the taint of Chaos, and so any other Imperial force that aids them in the destruction of warp entities is in grave danger of being corrupted. Even the smallest chance this has occurred cannot be tolerated; entire armies of Guardsmen are put to the sword or subjected to telepathic scouring that renders them little more than mindless servitors. Space Marines are too valuable for such brutal methods, and so are instead mind-wiped or sworn to secrecy under threat of excommunication. Thus the Grey Knights remain nothing but a myth, a legend told in whispers amongst the very rarest of scholars.

## ABILITIES

The following abilities are common to several Grey Knights units:

### And They Shall Know No Fear

You can re-roll failed Morale tests for this unit.

### Daemon Hunters

If this unit attacks any DAEMONS in the Fight phase, you can re-roll failed wound rolls for those attacks.

### Rites of Banishment

When this unit manifests the *Smite* psychic power, it has a range of 12" rather than 18". Additionally, the target unit suffers only 1 mortal wound rather than D3 (whether or not the result of the Psychic test is more than 10) – unless the target unit is a DAEMON, in which case it suffers 3 mortal wounds instead of D3.

### Teleport Strike

During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

## GREY KNIGHTS CHAPTER

The following Space Marines datasheets, can be from the Grey Knights Chapter. Those that are replace the <CHAPTER> keyword on their datasheet in all instances with GREY KNIGHTS. If a Space Marines unit does not appear on the list below, it cannot be from the Grey Knights Chapter, and so cannot have the GREY KNIGHTS faction keyword. GREY KNIGHTS PSYKERS generate their psychic powers from the Sanctic discipline (right) instead of the Librarius discipline.

- Dreadnought<sup>1</sup> (pg 35)
- Land Raider (pg 58)
- Land Raider Crusader (pg 59)
- Land Raider Redeemer (pg 60)
- Librarian in Terminator Armour<sup>2,3</sup> (pg 15)
- Razorback (pg 48)
- Rhino (pg 46)
- Servitors (pg 16)
- Stormraven Gunship (pg 57)
- Techmarine<sup>3,4</sup> (pg 16)
- Venerable Dreadnought<sup>1</sup> (pg 36)

<sup>1</sup> These units gain the PSYKER keyword and the Daemon Hunters and Rites of Banishment abilities. They can attempt to manifest and Rites of Banishment abilities. They can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. They know the *Smite* psychic power.

<sup>2</sup> This unit is armed with frag grenades and Krak grenades. He is also armed with a Nemesis warding stave instead of a force stave, which he can replace with an item from the Grey Knights Melee Weapons list.

<sup>3</sup> These units are armed with psyker weapons.

<sup>4</sup> This unit must take a servo-halo.

## SANCTIC DISCIPLINE

Before the battle, generate the psychic powers for PSYKERS that can use powers from the Sanctic discipline using the table below. You can either roll a D3 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

### SANCTIC DISCIPLINE

#### D3 PSYCHIC POWER

##### Purge Soul

*Purge Soul* has a warp charge value of 5. If manifested, pick a visible enemy unit within 12" of the psyker. Both controlling players roll a dice and add their respective unit's highest Leadership value. If the target's total is equal to or greater than the psyker's total, nothing happens. If the psyker's total is greater than the target's total, the target unit suffers a number of mortal wounds equal to the difference.

##### Gate of Infinity

*Gate of Infinity* has a warp charge value of 6. If manifested, pick a friendly GREY KNIGHTS unit within 12" of the psyker. Remove that unit from the battlefield and immediately set it up anywhere on the battlefield that is more than 9" from any enemy models.

##### Hammerhand

*Hammerhand* has a warp charge value of 6. If manifested, pick a friendly GREY KNIGHTS unit within 12" of the psyker. Add 1 to any wound rolls you make for that unit's Melee weapons until the start of your next Psychic phase.

## WARGEAR

Many of the units you will find on the following pages reference one or more wargear lists. When this is the case, the unit may take any item from the appropriate list on pg 11 or below. The profiles for the weapons in these lists can be found in the appendix (pg 223).

### GREY KNIGHTS MELEE WEAPONS

- Nemesis Daemon hammer
- Nemesis force halberd
- Nemesis force sword
- Nemesis warding stave
- Two Nemesis falchions<sup>1</sup>

<sup>1</sup> May not be taken by an Apothecary.

### GREY KNIGHTS SPECIAL WEAPONS

- Incinerator
- Psiencer
- Psycannon

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## LORD KALDOR DRAIGO

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lord Kaldor Draigo	5"	2+	2+	4	4	7	5	9	2+

Lord Kaldor Draigo is a single model armed with the Titansword, a storm shield, a storm bolter, frag grenades, krak grenades and psyk-out grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
The Titansword	Melee	Melee	+4	-4	3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Psyk-out grenade	6"	Grenade D3	2	0	1	-

Each time you roll a hit roll of 6+ for this weapon when targeting a **PSYKER** or **DAEMON**, the target suffers a mortal wound instead of the normal damage.

**ABILITIES**

**And They Shall Know No Fear, Daemon Hunters, Rites of Banishment** (pg 181)

**Chapter Master:** You can re-roll failed hit rolls for friendly **GREY KNIGHTS** units that are within 6" of Lord Kaldor Draigo.

**Bane of Evil:** When a friendly **GREY KNIGHTS** unit within 6" of Lord Kaldor Draigo makes an attack against a **DAEMON** unit in the Fight phase, you can re-roll damage rolls for that unit.

**Storm Shield:** Lord Kaldor Draigo has a 3+ invulnerable save.

**Warp Emergence:** During deployment, you can set up Lord Kaldor Draigo in the warp instead of placing him on the battlefield. At the end of any of your Movement phases Lord Kaldor Draigo can emerge from the warp - set him up anywhere on the battlefield that is more than 9" away from any enemy models.

**PSYKER**

Lord Kaldor Draigo can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. He knows the *Smite* psychic power and two psychic powers from the Sanctic discipline (pg 181).

**FACTION KEYWORDS**

**KEYWORDS**

IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS  
 CHARACTER, INFANTRY, GRAND MASTER, TERMINATOR, PSYKER, LORD KALDOR DRAIGO



Kaldor Draigo, Supreme Grand Master of the Grey Knights

10

## GRAND MASTER VOLDUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grand Master Voldus	5"	2+	2+	4	4	6	5	9	2+

Grand Master Voldus is a single model armed with Malleus Argurum, a storm bolter, frag grenades, krak grenades and psyk-out grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Malleus Argurum	Melee	Melee	+2	-3	3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Psyk-out grenade	6"	Grenade D3	2	0	1	-

Each time you roll a hit roll of 6+ for this weapon when targeting a **PSYKER** or **DAEMON**, the target suffers a mortal wound instead of the normal damage.

**ABILITIES**

**And They Shall Know No Fear, Daemon Hunters, Rites of Banishment, Teleport Strike** (pg 181)

**Iron Halo:** Grand Master Voldus has a 4+ invulnerable save.

**PSYKER**

Grand Master Voldus can attempt to manifest three psychic powers in each friendly Psychic phase, and attempt to deny three psychic powers in each enemy Psychic phase. He knows the *Smite* psychic power and three psychic powers from the Sanctic discipline (pg 181).

**FACTION KEYWORDS**

**KEYWORDS**

IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS  
 CHARACTER, INFANTRY, GRAND MASTER, TERMINATOR, PSYKER, VOLDUS

10

## GRAND MASTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grand Master	5"	2+	2+	4	4	6	5	9	2+

A Grand Master is a single model armed with a Nemesis force halberd, storm bolter, frag grenades, krak grenades and psyk-out grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Nemesis force halberd	Melee	Melee	+1	-2	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Psyk-out grenade	6"	Grenade D3	2	0	1	-

Each time you roll a hit roll of 6+ for this weapon when targeting a **PSYKER** or **DAEMON**, the target suffers a mortal wound instead of the normal damage.

**WARGEAR OPTIONS**

- This model may replace his Nemesis force halberd with an item from the *Grey Knights Melee Weapons* list.
- This model may replace his storm bolter with an item from the *Grey Knights Special Weapons* list.

**ABILITIES**

**And They Shall Know No Fear, Daemon Hunters, Rites of Banishment, Teleport Strike** (pg 181)

**Rites of Battle:** You can re-roll hit rolls of 1 for friendly **GREY KNIGHTS** units within 6" of this model.

**Iron Halo:** This model has a 4+ invulnerable save.

**PSYKER**

This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the Sanctic discipline (pg 181).

**FACTION KEYWORDS**

**KEYWORDS**

IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS  
 CHARACTER, INFANTRY, TERMINATOR, PSYKER, GRAND MASTER



### BROTHER-CAPTAIN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Brother-Captain	5"	2+	2+	4	4	6	4	9	2+

A Brother-Captain is a single model armed with a Nemesis force halberd, storm bolter, frag grenades, krak grenades and psyk-out grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Nemesis force halberd	Melee	Melee	+1	-2	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Psyk-out grenade	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a <b>PSYKER</b> or <b>DAEMON</b> , the target suffers a mortal wound instead of the normal damage.

**WARDGEAR OPTIONS**

- This model may replace his Nemesis force halberd with an item from the *Grey Knights Melee Weapons* list.
- This model may replace his storm bolter with an item from the *Grey Knights Special Weapons* list.

**ABILITIES**

**And They Shall Know No Fear, Daemon Hunters.** Rites of Banishment, Teleport Strike (pg 181)

**Psychic Locus:** When a friendly **GREY KNIGHTS** unit within 6" of any **BROTHER-CAPTAINS** manifests the *Smite* psychic power, double its range.

**Iron Halo:** This model has a 4+ invulnerable save.

**PSYKER**

This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the Sanctus discipline (pg 181).

**FACTION KEYWORDS**

IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS**

CHARACTER, INFANTRY, TERMINATOR, PSYKER, BROTHER-CAPTAIN



### BROTHER-CAPTAIN STERN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Brother-Captain Stern	5"	2+	2+	4	4	6	4	9	2+

Brother-Captain Stern is a single model armed with a Nemesis force sword, storm bolter, frag grenades, krak grenades and psyk-out grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Nemesis force sword	Melee	Melee	User	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Psyk-out grenade	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a <b>PSYKER</b> or <b>DAEMON</b> , the target suffers a mortal wound instead of the normal damage.

**ABILITIES**

**And They Shall Know No Fear, Daemon Hunters.** Teleport Strike (pg 181)

**The Strands of Fate:** In each of your turns, you can choose to re-roll a single failed hit or wound roll, or a single failed saving throw for Brother-Captain Stern. However, if you do so, your opponent can re-roll a single failed hit or wound roll, or a single failed saving throw for one of their models in their next turn.

**Iron Halo:** Brother-Captain Stern has a 4+ invulnerable save.

**PSYKER**

Brother-Captain Stern can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the *Smite* psychic power and one psychic power from the Sanctus discipline (pg 181).

**FACTION KEYWORDS**

IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS**

CHARACTER, INFANTRY, BROTHER-CAPTAIN, TERMINATOR, PSYKER, STERN

**Psychic Locus:** When a friendly **GREY KNIGHTS** unit within 6" of any **BROTHER-CAPTAINS** manifests the *Smite* psychic power, double its range.

**Zone of Banishment:** When Brother-Captain Stern manifests the *Smite* psychic power, it has a range of 6" rather than 18". Additionally, the target unit suffers only 1 mortal wound rather than D3 (whether or not the result of the Psychic test is more than 10) - unless the target is a **DAEMON**, in which case it suffers 3 mortal wounds instead of D3 - and all **DAEMON** units within 6" of Brother-Captain Stern also suffer a mortal wound.





## BROTHERHOOD ANCIENT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Brotherhood Ancient	5"	3+	3+	4	4	5	3	8	2+

A Brotherhood Ancient is a single model armed with a storm bolter, frag grenades, krak grenades and psyk-out grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Nemesis falchion	Melee	Melee	User	-2	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Psyk-out grenade	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a <b>PSYKER</b> or <b>DAEMON</b> , the target suffers a mortal wound instead of the normal damage.

**WARGEAR OPTIONS** • This model may take a Nemesis falchion.

**ABILITIES** **And They Shall Know No Fear, Daemon Hunters, Rites of Banishment, Teleport Strike** (pg 181) **Sacred Banner:** Friendly **GREY KNIGHTS** units within 6" of any sacred banners add 1 to their Leadership characteristic. In addition, models from friendly **GREY KNIGHTS INFANTRY** units that are within 6" of any sacred banners when they fight can make 1 additional attack that phase.

**Crux Terminatus:** This model has a 5+ invulnerable save.

**PSYKER** This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the Sanctic discipline (pg 181).

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS** CHARACTER, INFANTRY, TERMINATOR, PSYKER, ANCIENT, BROTHERHOOD ANCIENT



## BROTHERHOOD CHAMPION

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Brotherhood Champion	6"	2+	2+	4	4	4	4	8	2+

A Brotherhood Champion is a single model armed with a Nemesis force sword, storm bolter, frag grenades, krak grenades and psyk-out grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Nemesis force sword	Melee	Melee	User	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Psyk-out grenade	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a <b>PSYKER</b> or <b>DAEMON</b> , the target suffers a mortal wound instead of the normal damage.

**ABILITIES** **And They Shall Know No Fear, Daemon Hunters, Rites of Banishment** (pg 181) **The Perfect Warrior:** At the start of each Fight phase, you must choose a combat stance for this model to adopt for the duration of that phase - either the Sword Strike stance or the Blade Shield stance. If you choose the Sword Strike stance, add 1 to this model's wound rolls for that phase. If you choose the Blade Shield stance, add 1 to this model's saving throws for that phase.

**Heroic Sacrifice:** If this model is slain in the Fight phase, he can immediately pile in and attack before being removed as a casualty.

**Iron Halo:** This model has a 4+ invulnerable save.

**PSYKER** This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the Sanctic discipline (pg 181).

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS** CHARACTER, INFANTRY, PSYKER, BROTHERHOOD CHAMPION



Brotherhood Champion is a masterful bladesman, sublimely skilled in the arts of single combat.



## CASTELLAN CROWE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Castellan Crowe	6"	2+	2+	4	4	5	5	8	2+

Castellan Crowe is a single model armed with the Black Blade of Antwyr, a storm bolter, frag grenades, krak grenades and psyk-out grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
The Black Blade of Antwyr	Melee	Melee	User	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Psyk-out grenade	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a <b>PSYKER</b> or <b>DAEMON</b> , the target suffers a mortal wound instead of the normal damage.

**ABILITIES**  
**And They Shall Know No Fear, Daemon Hunters** (pg 181)  
**Heroic Sacrifice:** If Castellan Crowe is slain in the Fight phase, he can immediately pile in and attack before being removed as a casualty.  
**Purifying Flame:** When Castellan Crowe manifests the *Smite* psychic power, it only has a range of 3", but it inflicts D6 mortal wounds instead of D3 (whether or not the result of the Psychic test is more than 10).

**Iron Halo:** Castellan Crowe has a 4+ invulnerable save.  
**Master Swordsman:** You can re-roll failed hit and wound rolls for Castellan Crowe in the Fight phase. In addition, each time you make a successful wound roll for Castellan Crowe in the Fight phase, you can immediately make another attack with the Black Blade of Antwyr, though these additional attacks cannot generate any further attacks.

**PSYKER**  
 Castellan Crowe can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the *Smite* psychic power and one psychic power from the Sanctic discipline (pg 181).

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS  
**KEYWORDS** CHARACTER, INFANTRY, BROTHERHOOD CHAMPION, PSYKER, CASTELLAN CROWE



## STRIKE SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grey Knight	6"	3+	3+	4	4	1	1	7	3+
Justicar	6"	3+	3+	4	4	1	2	8	3+

This unit contains 1 Justicar and 4 Grey Knights. It can include up to 5 additional Grey Knights (Power Rating +7). Each model is armed with a Nemesis force sword, storm bolter, frag grenades, krak grenades and psyk-out grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Nemesis force sword	Melee	Melee	User	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Psyk-out grenade	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a <b>PSYKER</b> or <b>DAEMON</b> , the target suffers a mortal wound instead of the normal damage.

**WARDGEAR OPTIONS**  
 • Any model may replace his Nemesis force sword with an item from the *Grey Knights Melee Weapons* list.  
 • For every five models in the unit, one Grey Knight may replace his Nemesis force sword and storm bolter with an item from the *Grey Knights Special Weapons* list.

**ABILITIES**  
**And They Shall Know No Fear, Daemon Hunters, Rites of Banishment, Teleport Strike** (pg 181)  
**Combat Squads:** Before any models are deployed at the start of the game, a Strike Squad containing 10 models may be split into two units, each containing 5 models.

**PSYKER**  
 This unit can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the Sanctic discipline (pg 181).  
 When manifesting or denying a psychic power, first select a model in the unit – measure range, visibility, etc. from this model. If this unit suffers Perils of the Warp, it suffers D3 mortal wounds as described in the core rules, but units within 6" will only suffer damage if the Perils of the Warp cause the last model in the manifesting unit to be slain.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS  
**KEYWORDS** INFANTRY, PSYKER, STRIKE SQUAD





## TERMINATOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grey Knight Terminator	5"	3+	3+	4	4	2	2	7	2+
Terminator Justicar	5"	3+	3+	4	4	2	3	8	2+

This unit contains 1 Terminator Justicar and 4 Grey Knight Terminators. It can include up to 5 additional Grey Knight Terminators (Power Rating +13). Each model is armed with a Nemesis force sword, storm bolter, frag grenades, krak grenades and psyk-out grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Nemesis force sword	Melee	Melee	User	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

Psyk-out grenade 6" Grenade D3 2 0 1 Each time you roll a hit roll of 6+ for this weapon when targeting a **PSYKER** or **DAEMON**, the target suffers a mortal wound instead of the normal damage.

**WARGEAR OPTIONS**

- Any model may replace his Nemesis force sword with an item from the *Grey Knights Melee Weapons* list.
- For every five models in the unit, one Grey Knight Terminator may replace his storm bolter with an item from the *Grey Knights Special Weapons* list.

**ABILITIES**

**And They Shall Know No Fear, Daemon Hunters, Rites of Banishment, Teleport Strike** (pg 181)

**Combat Squads:** Before any models are deployed at the start of the game, a Terminator Squad containing 10 models may be split into two units, each containing 5 models.

**Crux Terminatus:** All models in this unit have a 5+ invulnerable save.

**PSYKER**

This unit can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the Sanctic discipline (pg 181).

When manifesting or denying a psychic power, first select a model in the unit – measure range, visibility, etc. from this model. If this unit suffers Perils of the Warp, it suffers D3 mortal wounds as described in the core rules, but units within 6" will only suffer damage if the Perils of the Warp cause the last model in the manifesting unit to be slain.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS** INFANTRY, TERMINATOR, PSYKER, TERMINATOR SQUAD



## PURIFIER SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Purifier	6"	3+	3+	4	4	1	1	8	3+
Knight of the Flame	6"	3+	3+	4	4	1	2	9	3+

This unit contains 1 Knight of the Flame and 4 Purifiers. It can include up to 5 additional Purifiers (Power Rating +9). Each model is armed with a Nemesis force sword, storm bolter, frag grenades, krak grenades and psyk-out grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Nemesis force sword	Melee	Melee	User	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

Psyk-out grenade 6" Grenade D3 2 0 1 Each time you roll a hit roll of 6+ for this weapon when targeting a **PSYKER** or **DAEMON**, the target suffers a mortal wound instead of the normal damage.

**WARGEAR OPTIONS**

- Any model may replace his Nemesis force sword with an item from the *Grey Knights Melee Weapons* list.
- For every five models in the unit, two Purifiers may replace their Nemesis force sword and storm bolter with an item from the *Grey Knights Special Weapons* list.

**ABILITIES**

**And They Shall Know No Fear, Daemon Hunters** (pg 181)

**Combat Squads:** Before any models are deployed at the start of the game, a Purifier Squad containing 10 models may be split into two units, each containing 5 models.

**Purifying Flame:** When this unit manifests the *Smite* psychic power, it only has a range of 3", but it inflicts D6 mortal wounds instead of D3 (whether or not the result of the Psychic test is more than 10).

**PSYKER**

This unit can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the Sanctic discipline (pg 181).

When manifesting or denying a psychic power, first select a model in the unit – measure range, visibility, etc. from this model. If this unit suffers Perils of the Warp, it suffers D3 mortal wounds as described in the core rules, but units within 6" will only suffer damage if the Perils of the Warp cause the last model in the manifesting unit to be slain.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS** INFANTRY, PSYKER, PURIFIER SQUAD





## PALADIN SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Paladin	5"	3+	3+	4	4	3	3	8	2+
Paragon	5"	2+	3+	4	4	3	3	9	2+

This unit contains 1 Paragon and 2 Paladins. It can include up to 2 additional Paladins (Power Rating +9), or up to 7 additional Paladins (Power Rating +22). Each model is armed with a Nemesis force sword, storm bolter, frag grenades, krak grenades and psyk-out grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Nemesis force sword	Melee	Melee	User	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Psyk-out grenade	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a <b>PSYKER</b> or <b>DAEMON</b> , the target suffers a mortal wound instead of the normal damage.

**WARGEAR OPTIONS**

- Any model may replace his Nemesis force sword with an item from the *Grey Knights Melee Weapons* list.
- For every five models in the unit, two Paladins may replace their storm bolter with an item from the *Grey Knights Special Weapons* list.

**ABILITIES**

**And They Shall Know No Fear, Daemon Hunters, Rites of Banishment, Teleport Strike** (pg 181)

**Combat Squads:** Before any models are deployed at the start of the game, a Paladin Squad containing 10 models may be split into two units, each containing 5 models.

**CruX Terminatus:** Models in this unit have a 5+ invulnerable save.

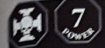
**PSYKER**

This unit can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the Sanctus discipline (pg 181).

When manifesting or denying a psychic power, first select a model in the unit – measure range, visibility, etc. from this model. If this unit suffers *Perils of the Warp*, it suffers D3 mortal wounds as described in the core rules, but units within 6" will only suffer damage if the *Perils of the Warp* cause the last model in the manifesting unit to be slain.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS** INFANTRY, PALADIN, TERMINATOR, PSYKER, PALADIN SQUAD



## PALADIN ANCIENT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Paladin Ancient	5"	2+	3+	4	4	5	4	8	2+

A Paladin Ancient is a single model armed with a storm bolter, frag grenades, krak grenades and psyk-out grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Nemesis falchion	Melee	Melee	User	-2	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Psyk-out grenade	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a <b>PSYKER</b> or <b>DAEMON</b> , the target suffers a mortal wound instead of the normal damage.

**WARGEAR OPTIONS**

- This model may take a Nemesis falchion or replace its storm bolter with an item from the *Grey Knights Special Weapons* list.

**ABILITIES**

**And They Shall Know No Fear, Daemon Hunters, Rites of Banishment, Teleport Strike** (pg 181)

**Sacred Banner:** Friendly **GREY KNIGHTS** units within 6" of any sacred banners add 1 to their Leadership characteristic. In addition, models from friendly **GREY KNIGHTS INFANTRY** units that are within 6" of any sacred banners when they fight can make 1 additional attack that phase.

**CruX Terminatus:** This model has a 5+ invulnerable save.

**PSYKER**

This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the Sanctus discipline (pg 181).

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

**KEYWORDS** CHARACTER, INFANTRY, PALADIN, TERMINATOR, PSYKER, ANCIENT





## APOTHECARY

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Apothecary	5"	2+	3+	4	4	5	4	8	2+

An Apothecary is a single model armed with a Nemesis force sword, frag grenades, krak grenades and psyk-out grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Nemesis falchion	Melee	Melee	User	-2	D3	-
Nemesis force sword	Melee	Melee	User	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Psyk-out grenade	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a <b>PSYKER</b> or <b>DAEMON</b> , the target suffers a mortal wound instead of the normal damage.

**WARGEAR OPTIONS**  
 • This model may replace its Nemesis force sword with a Nemesis falchion or an item from the *Grey Knights Melee Weapons* list.

**ABILITIES**  
**And They Shall Know No Fear, Daemon Hunters, Rites of Banishment, Teleport Strike** (pg 181)

**Crux Terminatus:** This model has a 5+ invulnerable save.

**Narthecium:** At the end of any of your Movement phases, the Apothecary can attempt to heal or revive a single model. Select a friendly **GREY KNIGHTS INFANTRY** unit within 3" of the Apothecary. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If an Apothecary fails to revive a model in this manner he can do nothing else for the remainder of the turn (shoot, charge, fight etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.

**PSYKER**  
 This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the *Sanctic discipline* (pg 181).

**FACTION KEYWORDS** **IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS**  
**KEYWORDS** **CHARACTER, INFANTRY, TERMINATOR, PSYKER, APOTHECARY**



## INTERCEPTOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Interceptor	12"	3+	3+	4	4	1	1	7	3+
Interceptor Justicar	12"	3+	3+	4	4	1	2	8	3+

This unit contains 1 Interceptor Justicar and 4 Interceptors. It can include up to 5 additional Interceptors (**Power Rating +8**). Each model is armed with a Nemesis force sword, storm bolter, frag grenades, krak grenades and psyk-out grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Nemesis force sword	Melee	Melee	User	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Psyk-out grenade	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a <b>PSYKER</b> or <b>DAEMON</b> , the target suffers a mortal wound instead of the normal damage.

**WARGEAR OPTIONS**  
 • Any model may replace his Nemesis force sword with an item from the *Grey Knights Melee Weapons* list.  
 • For every five models in the unit, one Interceptor may replace his Nemesis force sword and storm bolter with an item from the *Grey Knights Special Weapons* list.

**ABILITIES**  
**And They Shall Know No Fear, Daemon Hunters, Rites of Banishment, Teleport Strike** (pg 181)

**Personal Teleporters:** This unit can move across models and terrain as if they were not there. In addition, once per battle, instead of moving this unit normally in the Movement phase, you can choose for them to make a teleport shunt. At the end of the Movement phase, remove all of the models in the unit from the battlefield, then immediately set them up anywhere that is more than 9" from any enemy models.

**Combat Squads:** Before any models are deployed at the start of the game, an Interceptor Squad containing 10 models may be split into two units, each containing 5 models.

**PSYKER**  
 This unit can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the *Sanctic discipline* (pg 181).  
 When manifesting or denying a psychic power, first select a model in the unit – measure range, visibility, etc. from this model. If this unit suffers Berils of the Warp, it suffers D3 mortal wounds as described in the core rules, but units within 6" will only suffer damage if the Perils of the Warp cause the last model in the manifesting unit to be slain.

**FACTION KEYWORDS** **IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS**  
**KEYWORDS** **INFANTRY, PSYKER, INTERCEPTOR SQUAD**



As the seething tides of the warp, Interceptor Squads launch pinpoint strikes at the crucial moment.



## PURGATION SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Purgator	6"	3+	3+	4	4	1	1	7	3+
Purgator Justicar	6"	3+	3+	4	4	1	2	8	3+

This unit contains 1 Purgator Justicar and 4 Purgators. It can include up to 5 additional Purgators (Power Rating +7). Each model is armed with a Nemesis force sword, storm bolter, frag grenades, krak grenades and psyk-out grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Nemesis force sword	Melee	Melee	User	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

Each time you roll a hit roll of 6+ for this weapon when targeting a **PSYKER** or **DAEMON**, the target suffers a mortal wound instead of the normal damage.

**WARGEAR OPTIONS**

- Any model may replace his Nemesis force sword with an item from the *Grey Knights Melee Weapons* list.
- Up to four Purgators in the unit may replace their Nemesis force sword and storm bolter with an item from the *Grey Knights Special Weapons* list.

**ABILITIES**

**And They Shall Know No Fear, Daemon Hunters, Rites of Banishment** (pg 181)

**Combat Squads:** Before any models are deployed at the start of the game, a Purgation Squad containing 10 models may be split into two units, each containing 5 models.

**PSYKER**

This unit can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the Sanctic discipline (pg 181).

When manifesting or denying a psychic power, first select a model in the unit – measure range, visibility, etc. from this model. If this unit suffers Perils of the Warp, it suffers D3 mortal wounds as described in the core rules, but units within 6" will only suffer damage if the Perils of the Warp cause the last model in the manifesting unit to be slain.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS  
**KEYWORDS** INFANTRY, PSYKER, PURGATION SQUAD



## NEMESIS DREADKNIGHT

**DAMAGE**  
 Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Nemesis Dreadknight	*	3+	*	6	6	12	*	8	2+	7-12+	8"	3+	4
										4-6	7"	4+	3
										1-3	6"	5+	2

A Nemesis Dreadknight is a single model equipped with two dreadfists.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gatling psilencer	24"	Heavy 12	4	0	D3	-
Heavy incinerator	12"	Heavy D6	6	-1	2	This weapon automatically hits its target.
Heavy psycannon	24"	Heavy 6	7	-1	2	-
Dreadfist	Melee	Melee	x2	-3	D3	If a model is equipped with two dreadfists, each time it fights it can make 1 additional attack with them.

When a model attacks with this weapon, you must subtract 1 from the hit roll. Damage rolls of less than 3 count as 3 for this weapon.

Nemesis Daemon greathammer: Melee, Melee, x2, -4, D6

Nemesis greatsword: Melee, Melee, +4, -3, D6

**WARGEAR OPTIONS**

- This model may take up to two different weapons from the following:
  - Heavy incinerator
  - Gatling psilencer
  - Heavy psycannon
- This model may replace one of its dreadfists with a Nemesis Daemon greathammer or a Nemesis greatsword.
- This model may take a Dreadknight teleporter.

**ABILITIES**

**And They Shall Know No Fear, Daemon Hunters, Rites of Banishment** (pg 181)

**Force Shielding:** This model has a 5+ invulnerable save.

**Dreadknight Teleporter:** If this model has a Dreadknight teleporter, then during deployment you can set it up in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set them up anywhere on the battlefield that is more than 9" away from any enemy models.

**PSYKER**

This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the Sanctic discipline (pg 181).

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS  
**KEYWORDS** VEHICLE, PSYKER, NEMESIS DREADKNIGHT

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS  
**KEYWORDS** VEHICLE, PSYKER, NEMESIS DREADKNIGHT



# SPACE MARINES POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

HO UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Captain	1	74
Captain in Cataphractii Armour	1	126
Captain in Gravis Armour	1	102
Captain in Terminator Armour	1	122
Captain on Bike	1	98
Captain with Jump Pack	1	93
Chaplain	1	72
Chaplain in Terminator Armour	1	115
Chaplain on Bike	1	95
Chaplain with Jump Pack	1	90
Land Raider Excelsior	1	300
Librarian	1	93
Librarian in Terminator Armour	1	145
Librarian on Bike	1	119
Librarian with Jump Pack	1	116
Primaris Lieutenants	1-2	70
Rhino Primaris	1	100
Techmarine	1	58
Techmarine on Bike	1	70

TROOPS UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Crusader Squad	5-10	13
- Neophyte	0-10	11
Intercessor Squad	5	20
Scout Squad	5-10	11
Tactical Squad	5-10	13

DEDICATED TRANSPORTS UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Drop Pod	1	103
Land Speeder Storm	1	80
Razorback	1	65
Rhino	1	70

ELITES UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Apothecary	1	55
Apothecary on Bike	1	80
Cataphractii Terminator Squad	5-10	30
Centurion Assault Squad	3-6	73
Chapter Ancient	1	72
Chapter Champion	1	65
Company Ancient	1	63
Company Ancient on Bike	1	88
Company Champion	1	56
Company Champion on Bike	1	80
Company Veterans	2-5	16
Company Veterans on Bikes	2-5	34
Contemptor Dreadnought	1	98
Damned Legionnaires	5-10	25
Dreadnought	1	70
Honour Guard	2	21
Imperial Space Marine	1	60
Ironclad Dreadnought	1	120
Primaris Ancient	1	69
Servitors	4	2
Sternguard Veteran Squad	5-10	16
Tartaros Terminator Squad	5-10	31
Terminator Assault Squad	5-10	31
Terminator Squad	5-10	26
Tyrannic War Veterans	4-10	16
Vanguard Veteran Squad	5-10	16
Vanguard Veteran Squad with Jump Packs	5-10	18
Venerable Dreadnought	1	90

FAST ATTACK UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Assault Squad	5-10	13
Assault Squad with Jump Packs	5-10	16
Attack Bike Squad	1-3	45
Bike Squad	3-8	31
- Attack Bike	0-1	45
Inceptor Squad	3	45
Land Speeders	1-3	80
Scout Bike Squad	3-9	25

ELITES UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Stormhawk Interceptor	1	85
Stormraven Gunship	1	172
Stormtalon Gunship	1	110

HEAVY SUPPORT UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Centurion Devastator Squad	3-6	65
Devastator Squad	5-10	13
- Armourium Cherub	-	5
Hellblaster Squad	5	20
Hunter	1	90
Land Raider	1	239
Land Raider Crusader	1	244
Land Raider Redeemer	1	244
Predator	1	102
Stalker	1	90
Thunderfire Cannon	1	28
- Techmarine Gunner	1	36
Vindicator	1	160
Whirlwind	1	90

NAMED CHARACTERS UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Captain Lysander	1	150
Captain Sicarius	1	132
Cenobyte Servitors	3	2
Chaplain Cassius	1	138
Chaplain Grimaldus	1	120
Chief Librarian Tigurius	1	130
The Emperor's Champion	1	108
High Marshal Helbrecht	1	170
Kayvaan Shrike	1	150
Kor'sarro Khan	1	107
Kor'sarro Khan on Moondrakkan	1	132
Marneus Calgar	1	250
Marneus Calgar in Artificer Armour	1	235
Pedro Kantor	1	170
Roboute Guilliman	1	360
Sergeant Chronus	1	58
Sergeant Telion	1	89
Vulkan Hestan	1	154

LOADS OF WAR UNIT	MODELS PER UNIT	POINTS PER MODEL
Terminus Ultra	1	400



**RANGED WEAPONS**

WEAPON	POINTS PER WEAPON
Assault bolter	15
Assault cannon	21
Astartes grenade launcher	11
Astartes shotgun	0
Bolt pistol	0
Bolt rifle	0
Bolting	0
Bolting gauntlet	25
Centurion missile launcher	25
Cerberus launcher	5
Combi-bolter	2
Combi-flamer	11
Combi-grav	17
Combi-melta	19
Combi-plasma	15
Conversion beamer	20
Cyclone missile launcher	50
Deathwind launcher	5
Demolisher cannon	0
Disintegration combi-gun	0
Disintegration pistol	0
Flamer	9
Flamestorm cannon	30
Frag grenade	0
Grav-pistol	8
Grav-cannon and grav-amp	28
Grav-gun	15
Grenade harness	8
Heavy bolter	10
Heavy flamer	17
Heavy plasma cannon	30
Hunter-killer missile	6
Hurricane bolter	4
Icarus stormcannon	17
Kheres pattern assault cannon	25
Krak grenade	0
Las-talon	40
Lascannon	25
Master-crafted auto bolt rifle	4
Master-crafted bolting	3
Melta bombs	5
Meltagun	17
Missile launcher	25
Multi-melta	27
Orbital array	50
Plasma blaster	17
Plasma cannon	21
Plasma cutter	7
Plasma gun	13
Plasma incinerator	18
Plasma pistol	7
Predator autocannon	49
Reaper autocannon	18
Skysuiter missile launcher	24
Skyspear missile launcher	30

**RANGED WEAPONS**

WEAPON	POINTS PER WEAPON
Sniper rifle	4
Special issue bolting	3
Storm bolter	2
Stormstrike missile launcher	21
Thunderfire cannon	30
Twin assault cannon	35
Twin autocannon	33
Twin bolting	2
Twin heavy bolter	17
Twin heavy flamer	34
Twin heavy plasma cannon	34
Twin lascannon	50
Twin multi-melta	54
Twin plasma gun	20
Typhoon missile launcher	50
Volkite charger	6
Whirlwind castellan launcher	25
Whirlwind vengeance launcher	34
Wrist-mounted grenade launcher	4

**MELEE WEAPONS**

WEAPON	POINTS PER WEAPON
Chainfist	22
Chainsword	0
Champion's blade	0
Combat knife	0
Crozius arcanum	0
Dreadnought chainfist	46
Dreadnought combat weapon	0
(Ironclad Dreadnought)	
Dreadnought combat weapon (other models)	40
Eviscerator	22
Force axe	16
Force stave	14
Force sword	12
Lightning claws (single/pair)	9/13
Master-crafted power sword	10
Power axe	5
Power fist	20
Power lance	4
Power maul	4
Power sword	4
Relic blade	21
Seismic hammer	48
Servo-arm	12
Siege drills	0
Thunder hammer (CHARACTERS)	25
Thunder hammer (other models)	20

**OTHER WARGEAR**

WARGEAR	POINTS PER ITEM
Camo cloak	3
Combat shield	4
Storm shield (CHARACTERS)	15
Storm shield (other models)	5
Teleport homer	0



# SPACE MARINES WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault bolter	18"	Assault 3	5	-1	1	-
Assault cannon	24"	Heavy 6	6	-1	1	-
Astartes grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenade	24"	Assault D6	3	0	1	-
- Krak grenade	24"	Assault 1	6	-1	D3	-
Astartes shotgun	12"	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Bolstorm gauntlet (shooting)	12"	Pistol 3	4	0	1	-
Centurion missile launcher	36"	Assault D3	8	-2	D3	-
Cerberus launcher	18"	Heavy D6	4	0	1	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-grav	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Grav gun	18"	Rapid Fire 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	See <i>plasma gun</i>
Conversion beamer	42"	Heavy D3	6	0	1	Attacks from a conversion beamer that target enemies at over half its range are resolved at Strength 8, AP -1 and Damage 2.
Cyclone missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	36"	Heavy 2D3	4	0	1	-
- Krak missile	36"	Heavy 2	8	-2	D6	-
Deathwind launcher	12"	Assault D6	5	0	1	-
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Disintegration combi-gun	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Disintegration gun	18"	Rapid Fire 1	5	-3	D6	-
Disintegration pistol	9"	Pistol 1	5	-3	D6	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Plamestorm cannon	8"	Heavy D6	6	-2	2	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Grav pistol	12"	Pistol 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Grav-cannon and grav-amp	24"	Heavy 4	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.

RANGED WEAPONS CONT.						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Grav-gun	18"	Rapid Fire 1	5	-3	1	-
Grenade harness	12"	Assault D6	4	1	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	-
Heavy plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Icarus stormcannon	48"	Heavy 3	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can Fly. Subtract 1 from the hit rolls made for this weapon against all other targets.
Kheres pattern assault cannon	24"	Heavy 6	7	-1	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Las-talon	24"	Heavy 2	9	-3	D6	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Master-crafted auto bolt rifle	24"	Assault 2	4	0	2	-
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Melta bomb	4"	Grenade 1	8	-4	D6	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Orbital array	72"	Heavy D3	10	-4	D6	This weapon can only be fired once per battle. This weapon can target units that are not visible to the bearer. When targeting units with 10 or more models, change this weapon's Type to Heavy D6.
Plasma blaster	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma cutter	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Assault 1	7	-3	1	-
- Supercharge	12"	Assault 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	30"	Rapid Fire 1	7	-4	1	-
- Supercharge	30"	Rapid Fire 1	8	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Reaper autocannon	36"	Heavy 4	7	-1	1	-

RANGED WEAPONS CONT.						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Skyspear missile launcher	60"	Heavy 1	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can FLY. You can re-roll failed hit rolls for this weapon.
Sniper rifle	36"	Heavy 1	4	0	1	This weapon may target a CHARACTER even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Special issue boltgun	30"	Rapid Fire 1	4	-2	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-
Thunderfire cannon	60"	Heavy 4D3	5	0	1	This weapon can target units that are not visible to the firing model.
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Assault 2D6	5	-1	1	This weapon automatically hits its target.
Twin heavy plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy 2D3	7	-3	1	-
- Supercharge	36"	Heavy 2D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 2	7	-3	1	-
- Supercharge	24"	Rapid Fire 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Typhoon missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-
Volkite charger	15"	Heavy 2	5	0	2	-
Whirlwind castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units that are not visible to the firing model.
Whirlwind vengeance launcher	72"	Heavy 2D3	7	-1	2	This weapon can target units that are not visible to the firing model.
Wrist-mounted grenade launcher	12"	Assault D3	4	1	1	-

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Boltstorm gauntlet (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Champion's blade	Melee	Melee	User	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Crozius arcnum	Melee	Melee	+1	-1	2	-
Dreadnought chainfist	Melee	Melee	x2	-4	4	-
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-
Eviscerator	Melee	Melee	x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Master-crafted power sword	Melee	Melee	User	-3	2	-
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Relic blade	Melee	Melee	+2	-3	D3	-
Seismic hammer	Melee	Melee	x2	-4	5	When attacking with this weapon, you must subtract 1 from the hit roll.
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.
Siege drills	Melee	Melee	x2	-4	3	-
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

#### OTHER WARGEAR

Camo cloak	If every model in a unit has a camo cloak you can add 2 to saving throws made for models in the unit when they receive the benefits of cover, instead of 1.
Combat shield	A model with a combat shield has a 5+ invulnerable save.
Storm shield	A model with a storm shield has a 3+ invulnerable save.

## ULTRAMARINES WARGEAR

RANGED AND MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauntlets of Ultramar (shooting)	24"	Rapid Fire 2	4	-1	2	-
Hand of Dominion (shooting)	24"	Rapid Fire 3	6	-1	2	-
Infernus	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Quietus	36"	Heavy 2	4	-1	D3	This weapon may target a <b>CHARACTER</b> even if it is not the closest enemy unit.
The Emperor's Sword	Melee	Melee	+2	-4	3	If you roll a wound roll of 6+ for this weapon, it inflicts D3 mortal wounds in addition to its normal damage.
Gauntlets of Ultramar (melee)	Melee	Melee	x2	-3	D3	-
Hand of Dominion (melee)	Melee	Melee	x2	-3	3	-
Rod of Tigurius	Melee	Melee	+3	-1	D3	-
Talassarian Tempest Blade	Melee	Melee	User	-3	D3	Any wound rolls of 6+ made for this weapon cause D3 mortal wounds instead of the normal damage.

## IMPERIAL FISTS WARGEAR

MELEE WEAPON						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fist of Dorn	Melee	Melee	+6	-3	3	-

## CRIMSON FISTS WARGEAR

RANGED WEAPON						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dorn's Arrow	24"	Assault 4	4	-1	1	-

## BLACK TEMPLARS WARGEAR

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Black Sword	Melee	Melee	+2	-3	D3	You can re-roll failed wound rolls when attacking with this weapon if the target is a <b>CHARACTER</b> or a <b>MONSTER</b> .
Sword of the High Marshals	Melee	Melee	+1	-3	D3	Helbrecht can make D3 additional attacks with this weapon if he charged in his turn.

## RAVEN GUARD WARGEAR

MELEE WEAPON						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Raven's Talons	Melee	Melee	User	-3	D3	You can re-roll failed wound rolls for this weapon.

## SALAMANDERS WARGEAR

RANGED WEAPON						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauntlet of the Forge	8"	Assault D6	5	-1	1	This weapon automatically hits its target.

## WHITE SCARS WARGEAR

MELEE WEAPON						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Moonfang	Melee	Melee	User	-3	D3	This weapon has Strength x2 if the target is a <b>CHARACTER</b> .



# BLOOD ANGELS POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value. For units based on Space Marines datasheets, use the appropriate points values from pages 202-203.

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Baal Predator	1	107
Company Ancient with Jump Pack	1	72
Company Champion with Jump Pack	1	70
Company Veterans with Jump Packs	2-5	19
Death Company	5-15	17
Death Company Dreadnought	1	128
Death Company with Jump Packs	5-15	20
Furioso Dreadnought	1	122
Librarian Dreadnought	1	150
Sanguinary Guard	4-10	22
Sanguinary Guard Ancient	1	84
Sanguinary Novitiate with Jump Pack	1	60
Sanguinary Priest	1	69
Sanguinary Priest on Bike	1	94
Sanguinary Priest with Jump Pack	1	86
Techmarine with Jump Pack	1	91
Terminator Ancient	1	108

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Astorath	1	143
Brother Corbulo	1	94
Captain Tycho	1	95
Chief Librarian Mephiston	1	145
Commander Dante	1	215
Gabriel Seth	1	135
Lemartes	1	129
The Sanguinor	1	170
Tycho the Lost	1	70

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Angelus boltgun	9
Frag cannon	19
Hand flamer	8
Inferno pistol	20

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Blood talons	65
Encarmine axe	16
Encarmine sword	13
Furioso fist (single/pair)	40/50
Furioso force halberd	0

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Death mask	2
Magna-grapple	5



# BLOOD ANGELS WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Angelus boltgun	12"	Assault 2	4	-1	1	-
Blood Song	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Frag cannon	8"	Assault 2D6	6	-1	1	This weapon automatically hits its target.
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Axe Mortalis	Melee	Melee	+2	-3	D3	You can re-roll failed wound rolls for this weapon if the target is a CHARACTER.
The Blood Crozius	Melee	Melee	+2	-2	D3	-
Blood Reaver	Melee	Melee	x2	-1	3	Each time you roll a hit roll of 6+ for this weapon, inflict 1 additional hit on the target.
Blood talons	Melee	Melee	x2	-3	D6	-
Encarmine axe	Melee	Melee	+1	-2	D3	-
Encarmine broadsword	Melee	Melee	+2	-4	D3	-
Encarmine sword	Melee	Melee	User	-3	D3	-
The Executioner's Axe	Melee	Melee	+1	-3	D3	Each time you roll a wound roll of 6+ for this weapon it causes 3 damage instead of D3.
Furioso fist	Melee	Melee	x2	-3	3	If a model is equipped with two Furioso fists, you can re-roll failed hit rolls when attacking with them.
Furioso force halberd	Melee	Melee	+4	-4	3	-
Heaven's Teeth	Melee	Melee	+1	-1	1	-
The Sanguine Sword	Melee	Melee	x2	-3	D3	-



# DARK ANGELS POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value. For units based on Space Marines datasheets, use the appropriate points values from pages 202-203.

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Deathwing Ancient	1	103
Deathwing Apothecary	1	75
Deathwing Champion	1	118
Deathwing Knights	5-10	45
Deathwing Terminator Squad	5-10	26
Fortress of Redemption	1	400
Interrogator-Chaplain	1	90
Interrogator-Chaplain in Terminator Armour	1	128
Interrogator-Chaplain on Bike	1	117
Interrogator-Chaplain with Jump Pack	1	101
Nephilim Jetfighter	1	123
Ravenwing Ancient	1	117
Ravenwing Apothecary	1	97
Ravenwing Attack Bike Squad	1-3	45
Ravenwing Bike Squad	3-8	32
- Ravenwing Attack Bike	0-1	45
Ravenwing Black Knights	3-10	50
Ravenwing Champion	1	106
Ravenwing Dark Talon	1	180
Ravenwing Darkshroud	1	128
Ravenwing Land Speeder Vengeance	1	122
Ravenwing Land Speeders	1-5	85

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Asmodai	1	145
Azrael	1	180
Belial	1	150
Ezekiel	1	145
Sammael in Sableclaw	1	216
Sammael on Corvex	1	183

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Avenger mega bolter	35
Blackword missile launcher	0
Plasma storm battery	0
Plasma talon	0
Ravenwing grenade launcher	0
Redemption missile silo	0
Rift cannon	0
Stasis bomb	0
Twin Icarus lascannon	0

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Blade of Caliban	0
Corvus hammer	0
Flail of the Unforgiven	0
Halberd of Caliban	0
Mace of absolution	0

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Watcher in the Dark	5

# DARK ANGELS WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Avenger mega bolter	36"	Heavy 10	6	-1	1	-
Blackword missile launcher	36"	Heavy 10	7	-3	2	-
The Deliverer	12"	Pistol 1	4	-1	2	-
Lion's Wrath	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	See plasma gun
Plasma storm battery	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D6	7	-3	2	-
- Supercharge	36"	Heavy D6	8	-3	3	If you make one or more hit rolls of 1, the bearer suffers 3 mortal wounds after all of this weapon's shots have been resolved, and the plasma storm battery cannot be used for the rest of the battle.
Plasma talon	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Ravenwing grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag shell	24"	Assault D6	3	0	1	-
- Krak shell	24"	Assault 2	6	-1	D3	-
Redemption missile silo	When attacking with this weapon, choose one of the profiles below.					
- Fragstorm missile	18-96"	Heavy 2D6	4	0	1	-
- Krakstorm missile	18-96"	Heavy D6	8	-3	D3	-
Rift cannon	18"	Heavy D3	10	-3	3	See Ravenwing Dark Talon datasheet (pg.123)
Twin Icarus lascannon	96"	Heavy 2D6	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can Fly. Subtract 1 from the hit rolls made for this weapon against all other targets.
Twin storm bolter	24"	Rapid Fire 4	4	0	1	-

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blade of Caliban	Melee	Melee	+3	-3	D3	-
Blades of Reason	Melee	Melee	User	0	D6	-
Corvus hammer	Melee	Melee	+1	-1	1	Each wound roll of 6+ made for this weapon causes D3 damage instead of 1.
Flail of the Unforgiven	Melee	Melee	+2	-3	2	Excess damage from this weapon is not lost; instead, keep allocating damage to another model in the target unit until either all the damage has been allocated or the target unit is destroyed.
Halberd of Caliban	Melee	Melee	+3	-4	D3	Each time the bearer fights, it can make D3 additional attacks with this weapon if the target unit contains 5 or more models.
Mace of absolution	Melee	Melee	x2	-2	3	-
Raven Sword	Melee	Melee	+1	-3	2	This weapon has Strength x2 if Sammael charged in the preceding Charge phase.
Sword of Secrets	Melee	Melee	+2	-3	D3	Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.
Sword of Silence	Melee	Melee	+1	-3	2	This weapon always wounds on a 2+, unless the target is a VEHICLE.
Traitor's Bane	Melee	Melee	+1	-3	D3	Add 1 to this weapon's damage if the target is a PSYKER.

# SPACE WOLVES POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value. For units based on Space Marines datasheets, use the appropriate points values from pages 202-203.

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Bjorn the Fell-handed	1	210
Blood Claws	5-16	13
- Wolf Guard Pack Leader in Terminator Armour	-	31
Cyberwolves	1-5	15
Fenrisian Wolves	5-15	9
Grey Hunters	5-11	14
- Wolf Guard Pack Leader in Terminator Armour	-	31
Iron Priest	1	58
Iron Priest on Bike	1	65
Iron Priest on Thunderwolf	1	80
Lone Wolf	1	75
Lone Wolf in Terminator Armour	1	115
Long Fangs	5-7	15
- Wolf Guard Pack Leader in Terminator Armour	-	31
Rune Priest	1	68
Rune Priest in Terminator Armour	1	120
Rune Priest on Bike	1	109
Rune Priest with Jump Pack	1	91
Skyclaws	5-10	16
Stormfang Gunship	1	155
Stormwolf	1	165
Swiftclaw Attack Bikes	1-3	45
Swiftclaws	3-11	31
- Swiftclaw Attack Bike	0-1	45
Thunderwolf Cavalry	3-6	45
Wolf Guard	5-10	16
Wolf Guard Battle Leader	1	60
Wolf Guard Battle Leader in Terminator Armour	1	92
Wolf Guard Battle Leader on Bike	1	85
Wolf Guard Battle Leader on Thunderwolf	1	97
Wolf Guard Battle Leader with Jump Pack	1	63
Wolf Guard in Terminator Armour	5-10	31
Wolf Guard on Bikes	5-10	34
Wolf Guard with Jump Packs	5-10	21
Wolf Lord on Thunderwolf	1	128

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Wolf Priest	1	90
Wolf Priest in Terminator Armour	1	144
Wolf Priest on Bike	1	135
Wolf Priest with Jump Pack	1	112
Wolf Scouts	5-11	11
Wulfen	5-10	37

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Arjac Rockfist	1	140
Canis Wolfborn	1	150
Harald Deathwolf	1	188
Krom Dragongaze	1	119
Logan Grimnar	1	190
Logan Grimnar on Stormrider	1	230
Lukas the Trickster	1	118
Murderfang	1	200
Njal Stormcaller	1	138
Njal Stormcaller in Runic Terminator Armour	1	167
Ragnar Blackmane	1	141
Ulrik the Slayer	1	133



OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Blizzard shield	15
Camo cloak	3
Psychic hood	26
Runic armour	7
Runic Terminator armour	5
Storm shield (Thunderwolf Cavalry)	15
Wolf standard	10

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Halfrost cannon	25
Halfrost destructor	50
Halfrost pistol	15
Stormfrag auto-launcher	4
Twin helfrost cannon	30

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Crushing teeth and claws	0
Fenrisian great axe	40
Frost axe	10
Frost claws	15
Frost sword	7
Great frost axe	17
Great wolf claw	25
Runic axe	16
Runic stave	14
Runic sword	12
Teeth and claws	0
Tempest hammer	30
Trueclaw	0
Wolf claw (single/pair)	9/13
Wulfen claws	0



# SPACE WOLVES WARGEAR

## RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Foehammer (shooting)	12"	Assault 1	x2	-3	D3	When attacking <b>CHARACTERS</b> or <b>MONSTERS</b> , this weapon has a Damage of 3.
Helfrost cannon	When attacking with this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.					
- Dispersed beam	24"	Heavy D3	6	-2	1	-
- Focused beam	24"	Heavy 1	8	-4	D6	-
Helfrost destructor	When attacking with this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.					
- Dispersed beam	24"	Heavy 3D3	6	-2	2	-
- Focused beam	24"	Heavy 3	8	-4	D6	-
Helfrost pistol	12"	Pistol 1	8	-4	D3	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.
Nightwing	12"	Assault D6	3	0	1	-
Stormfrag auto-launcher	12"	Assault D3	4	0	1	-
Twin helfrost cannon	When attacking with this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.					
- Dispersed beam	24"	Heavy 2D3	6	-2	1	-
- Focused beam	24"	Heavy 2	8	-4	D6	-

## MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Axe Morkai	When attacking with this weapon, choose one of the profiles below.					
- One-handed	Melee	Melee	+2	-3	D3	-
- Two-handed	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Claw of the Jackalwolf	Melee	Melee	+1	-2	2	You can re-roll failed wound rolls for this weapon.
Crushing teeth and claws	Melee	Melee	5	-1	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.
Fenrisian great axe	Melee	Melee	+4	-3	D6	Each time the bearer fights, it can make 1 additional attack with this weapon.
Flurry of teeth and claws	Melee	Melee	5	-1	1	See <i>Logan Grimnar on Stormrider datasheet (pg 132)</i>
Foehammer (melee)	Melee	Melee	x2	-3	D3	When attacking <b>CHARACTERS</b> or <b>MONSTERS</b> , this weapon has a Damage of 3.
Frost axe	Melee	Melee	+2	-2	1	-
Frost claws	Melee	Melee	+1	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon. You can re-roll failed wound rolls for this weapon.
Frost sword	Melee	Melee	+1	-3	1	-
Frostfang	Melee	Melee	+1	-4	2	-
Gladius	Melee	Melee	+2	-2	2	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers D3 mortal wounds.
Great frost axe	Melee	Melee	+3	-3	D3	The bearer can make 1 additional attack with this weapon on a turn in which it has charged.
Great wolf claw	Melee	Melee	+4	-2	D6	You can re-roll failed wound rolls for this weapon.
The Murderclaws	Melee	Melee	x2	-3	3	You can re-roll failed wound rolls for this weapon.
Runic axe	Melee	Melee	+1	-2	D3	-
Runic stave	Melee	Melee	+2	-1	D3	-
Runic sword	Melee	Melee	User	-3	D3	-
Staff of the Stormcaller	Melee	Melee	+2	-1	D3	-
Teeth and claws	Melee	Melee	User	-1	1	-
Tempest hammer	Melee	Melee	x2	-3	3	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.
Trueclaw	Melee	Melee	+5	-4	D6	You can re-roll failed wound rolls for this weapon.
Wolf claw	Melee	Melee	+1	-2	1	You can re-roll failed wound rolls for this weapon. A model armed with two wolf claws can make 1 additional attack with this weapon.
Wulfen claws	Melee	Melee	User	-1	1	-
Wyrmlaw	Melee	Melee	+2	-2	D3	-

# DEATHWATCH POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Corvus Blackstar	1	160
Deathwatch Bikers	1-5	34
Deathwatch Kill Team	5-10	
- Deathwatch Bikers		34
- Deathwatch Terminators		32
- Deathwatch		21
- Vanguard Veterans		19
- Deathwatch Veterans		19
Deathwatch Terminators	1-5	32
Deathwatch Vanguard Veterans	1-5	21
Watch Master	1	130

## WATCH CAPTAIN ARTEMIS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Watch Captain Artemis	1	130

## RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Blackstar rocket launcher	15
Deathwatch frag cannon	30
Deathwatch shotgun	5
Guardian spear	0
Hand flamer	8
Inferno pistol	20
Infernus heavy bolter	25
Stalker pattern boltgun	4

## MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Heavy thunder hammer	30
Xenophase blade	7

## OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Auspex array	5
Blackstar cluster launcher	0
Combat shield	4
Deathwatch teleport homer	0
Infernum halo-launcher	5
Storm shield	15

# DEATHWATCH WARGEAR

## RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blackstar rocket launcher	When attacking with this weapon, choose one of the profiles below.					
- Corvid warhead	30"	Heavy D6	6	-1	1	Add 1 to hit rolls for this weapon when targeting a unit that can FLY.
- Dracos warhead	30"	Heavy D6	4	0	1	Add 1 to hit rolls for this weapon when targeting a unit that is in cover.
Deathwatch frag cannon	When attacking with this weapon, choose one of the profiles below.					
- Frag round	8"	Assault 2D6	6	-1	1	This weapon automatically hits its target.
- Shell	24"	Assault 2	7	-2	2	If the target is within half range of this weapon, its attacks are resolved with a Strength of 9 and an AP of -3.
Deathwatch shotgun	When attacking with this weapon, choose one of the profiles below.					
- Cryptclearer round	16"	Assault 2	4	0	1	You can re-roll failed wound rolls for this weapon.
- Xenopurge slug	16"	Assault 2	4	-1	1	If the target is within half range of this weapon, its attacks are resolved with a Damage of 2.
- Wyrmsbreath shell	7"	Assault D6	3	0	1	This weapon automatically hits its target.
Guardian spear (shooting)	24"	Rapid Fire 1	4	-1	2	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Hellfire Extremis	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Hellfire flamer	8"	Assault D6	*	0	1	This weapon automatically hits its target. This weapon wounds on a 4+, unless it is targeting a VEHICLE, in which case it wounds on a 6+.
- Boltgun	24"	Rapid Fire 1	4	0	1	-
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Infernus heavy bolter	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Heavy bolter	36"	Heavy 3	5	-1	1	-
- Heavy flamer	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Stalker pattern boltgun	30"	Heavy 2	4	0	1	-
Stasis bomb	6"	Grenade 1	-	-	-	This weapon can only be used once per battle. If the attack hits, deal D6 mortal wounds to your target. If it misses, the bearer suffers D6 mortal wounds.

## MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Guardian spear (melee)	Melee	Melee	+1	-3	D3	-
Heavy thunder hammer	Melee	Melee	x2	-3	D6	When attacking with this weapon, you must subtract 1 from the hit roll. Each time you make a wound roll of 6+ with this weapon, that hit is resolved with a Damage of 6.
Xenophase blade	Melee	Melee	User	-3	1	Your opponent must re-roll successful invulnerable saves for wounds caused by this weapon.

# GREY KNIGHTS POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Apothecary	1	90
Brother-Captain	1	150
Brotherhood Ancient	1	128
Brotherhood Champion	1	113
Dreadnought	1	87
Grand Master	1	160
Interceptor Squad	5-10	23
Nemesis Dreadknight	1	130
Paladin Ancient	1	140
Paladin Squad	3-10	53
Purgation Squad	5-10	19
Purifier Squad	5-10	26
Strike Squad	5-10	19
Techmarine	1	91
Terminator Squad	5-10	44
Venerable Dreadnought	1	110

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Brother-Captain Stern	1	157
Castellan Crowe	1	125
Grand Master Voldus	1	190
Lord Kaldor Draigo	1	240

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Gatling psilencer	20
Heavy incinerator	40
Heavy psycannon	30
Incinerator	14
Incinerator (Terminator)	20
Psilencer	4
Psilencer (Terminator)	10
Psycannon	14
Psycannon (Terminator)	20
Psyk-out grenades	0
Storm bolter	2

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Dreadfist (single/pair)	25/35
Nemesis Daemon greathammer	15
Nemesis Daemon hammer	13
Nemesis falchion	0
Nemesis force halberd	0
Nemesis force sword	0
Nemesis greatsword	10
Nemesis warding stave	0

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Dreadknight teleporter	10

# GREY KNIGHTS WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gatling psilencer	24"	Heavy 12	4	0	D3	-
Heavy incinerator	12"	Heavy D6	6	-1	2	This weapon automatically hits its target.
Heavy psycannon	24"	Heavy 6	7	-1	2	-
Incinerator	8"	Assault D6	6	-1	1	This weapon automatically hits its target.
Psilencer	24"	Heavy 6	4	0	D3	-
Psycannon	24"	Heavy 4	7	-1	1	-
Psyk-out grenade	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a <b>PSYKER OF DAEMON</b> , the target suffers a mortal wound instead of the normal damage.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Black Blade of Antwyr	Melee	Melee	User	0	1	-
Dreadfist	Melee	Melee	x2	-3	D3	If a model is equipped with two dreadfists, each time it fights it can make 1 additional attack with them.
Malleus Argyrum	Melee	Melee	x2	-3	3	-
Nemesis Daemon greathammer	Melee	Melee	x2	-4	D6	When a model attacks with this weapon, you must subtract 1 from the hit roll. Damage rolls of less than 3 count as 3 for this weapon.
Nemesis Daemon hammer	Melee	Melee	x2	-3	3	When a model attacks with this weapon, you must subtract 1 from the hit roll.
Nemesis falchion	Melee	Melee	User	-2	D3	If a model is armed with two Nemesis falchions, each time it fights it can make 1 additional attack with them.
Nemesis force halberd	Melee	Melee	+1	-2	D3	-
Nemesis force sword	Melee	Melee	User	-3	D3	-
Nemesis greatsword	Melee	Melee	+4	-3	D6	-
Nemesis warding stave	Melee	Melee	+2	-1	D3	A model armed with this weapon has a 5+ invulnerable save against attacks made in the Fight phase. If it already has an invulnerable save, add 1 to invulnerable saving throws you make for it in the Fight phase instead.
The Titansword	Melee	Melee	+4	-4	3	-