WARHAMMER 40,000 INDEX: IMPERIUM

SPACE MARINES - BLOOD ANGELS - DARK ANGELS SPACE WOLVES - GREY KNIGHTS DEATHWATCH - LEGION OF THE DAMNED



CONTENTS

Introduction4 Datasheets......5

Adeptus Astartes	6
Chapter Organisation	8
Space Marines Army List	
Librarius Discipline	
Space Marines Wargear Lists	
Captain	
Captain in Terminator Armour	
Captain in Cataphractii Armour	13
Captain in Gravis Armour	
Captain on Bike	14
Librarian	
Librarian in Terminator Armour	15
Librarian on Bike	15
Techmarine	16
Servitors	16
Techmarine on Bike	17
Chaplain	
Chaplain in Terminator Armour	
Chaplain on Bike	20
Apothecary	
Apothecary on Bike	
Primaris Lieutenants	
Company Ancient	23
Company Ancient on Bike	
Primaris Ancient	
Company Champion	24
Company Champion on Bike	
Company Veterans	26
Company Veterans on Bikes	
Tactical Squad	
Scout Squad	
Intercessor Squad	30
Imperial Space Marine	30
Honour Guard	
Chapter Ancient	
Chapter Champion	
Centurion Assault Squad	
Sternguard Veteran Squad	33

Vanguard Veteran Squad34
Dreadnought35
Venerable Dreadnought
Contemptor Dreadnought
Ironclad Dreadnought
Terminator Squad
Terminator Assault Squad39
Cataphractii Terminator Squad40
Tartaros Terminator Squad41
Assault Squad
Inceptor Squad43
Scout Bike Squad43
Bike Squad44
Attack Bike Squad45
Land Speeder Storm45
Land Speeders46
Rhino
Rhino Primaris47
Razorback48
Drop Pod
Stormhawk Interceptor49
Stormtalon Gunship
Devastator Squad
Centurion Devastator Squad
Hellblaster Squad52
Thunderfire Cannons
Predator54
Whirlwind54
Vindicator55
Hunter
Stalker
Stormraven Gunship57
Land Raider
Land Raider Crusader
Land Raider Redeemer60
Land Raider Excelsior61
Ultramarines64
Roboute Guilliman
Marneus Calgar67

Captain Sicarius	
Chief Librarian Tigurius	
Chaplain Cassius	
Sergeant Telion	
Sergeant Chronus	70
Tyrannic War Veterans	
Terminus Ultra	71
Imperial Fists	72
Captain Lysander	73
Crimson Fists	74
Pedro Kantor	
Black Templars	
High Marshal Helbrecht	77
The Emperor's Champion	
Chaplain Grimaldus	
Cenobyte Servitors	
Crusader Squad	
Raven Guard	80
Raven Guard Kayvaan Shrike	
Kayvaan Shrike	81
	81
Kayvaan Shrike Salamanders Vulkan He'stan	818283
Kayvaan Shrike Salamanders Vulkan He'stan White Scars	81828384
Kayvaan Shrike Salamanders Vulkan He'stan White Scars Kor'sarro Khan	818283838485
Kayvaan Shrike Salamanders Vulkan He'stan White Scars Kor'sarro Khan Kor'sarro Khan on Moondrakkan .	81 82 83 83 85 85
Kayvaan Shrike Salamanders Vulkan He'stan White Scars Kor'sarro Khan Kor'sarro Khan on Moondrakkan. Legion of the Damned	81 82 83 84 85 85 86
Kayvaan Shrike Salamanders Vulkan He'stan White Scars Kor'sarro Khan Kor'sarro Khan on Moondrakkan .	81 82 83 84 85 85 86
Kayvaan Shrike Salamanders Vulkan He'stan White Scars Kor'sarro Khan on Moondrakkan . Legion of the Damned Damned Legionnaires Blood Angels	
Kayvaan Shrike Salamanders Vulkan He'stan White Scars Kor'sarro Khan Kor'sarro Khan on Moondrakkan. Legion of the Damned Damned Legionnaires Blood Angels Sanguinary Discipline	
Kayvaan Shrike Salamanders Vulkan He'stan White Scars Kor'sarro Khan on Moondrakkan . Legion of the Damned Damned Legionnaires Blood Angels Blood Angels Wargear Lists	81 82 83 84 85 86 86 87 88 88 89 89 89
Kayvaan Shrike Salamanders Vulkan He'stan White Scars Kor'sarro Khan on Moondrakkan . Legion of the Damned Damned Legionnaires Blood Angels Blood Angels Wargear Lists Commander Dante	81 82 83 84 85 86 86 87 88 89 89 90
Kayvaan Shrike Salamanders Vulkan He'stan White Scars Kor'sarro Khan on Moondrakkan . Legion of the Damned Damned Legionnaires Blood Angels Sanguinary Discipline Blood Angels Wargear Lists Commander Dante Captain Tycho	
Kayvaan Shrike Salamanders Vulkan He'stan White Scars Kor'sarro Khan on Moondrakkan . Legion of the Damned Damned Legionnaires Blood Angels Sanguinary Discipline Blood Angels Wargear Lists Commander Dante Captain Tycho Tycho the Lost	
Kayvaan Shrike Salamanders Vulkan He'stan White Scars Kor'sarro Khan on Moondrakkan . Legion of the Damned Damned Legionnaires Blood Angels Sanguinary Discipline Blood Angels Wargear Lists Commander Dante Captain Tycho	

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Marneus Calgar in Artificer Armour...67

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The Sanguinor92
Astorath93
Sanguinary Priest94
Sanguinary Priest on Bike95
Brother Corbulo96
Sanguinary Guard Ancient97
Terminator Ancient
Death Company
Lemartes
Sanguinary Guard101
Death Company Dreadnought102
Furioso Dreadnought103
Baal Predator103
Flesh Tearers104
Gabriel Seth105
Dark Angels106
Interromancy Discipline107
Dark Angels Wargear Lists107
Azrael108
Belial109
Sammael on Corvex110
Sammael in Sableclaw110
Interrogator-Chaplain111
Interrogator-Chaplain in
Terminator Armour112
Terminator Armour112
Terminator Armour
Terminator Armour112Interrogator-Chaplain on Bike113Asmodai113Ezekiel114Deathwing Apothecary114
Terminator Armour112Interrogator-Chaplain on Bike113Asmodai113Ezekiel114Deathwing Apothecary114Deathwing Ancient115
Terminator Armour112Interrogator-Chaplain on Bike113Asmodai113Ezekiel114Deathwing Apothecary114Deathwing Ancient115
Terminator Armour112Interrogator-Chaplain on Bike113Asmodai113Ezekiel114Deathwing Apothecary114
Terminator Armour112Interrogator-Chaplain on Bike113Asmodai113Ezekiel114Deathwing Apothecary114Deathwing Ancient115Deathwing Champion115
Terminator Armour112Interrogator-Chaplain on Bike113Asmodai113Ezekiel114Deathwing Apothecary114Deathwing Ancient115Deathwing Champion115Deathwing Terminator Squad116
Terminator Armour112Interrogator-Chaplain on Bike113Asmodai113Ezekiel114Deathwing Apothecary114Deathwing Ancient115Deathwing Champion115Deathwing Terminator Squad116Deathwing Knights117
Terminator Armour112Interrogator-Chaplain on Bike113Asmodai113Ezekiel114Deathwing Apothecary114Deathwing Ancient115Deathwing Champion115Deathwing Terminator Squad116Deathwing Apothecary118Ravenwing Ancient119Ravenwing Champion119
Terminator Armour112Interrogator-Chaplain on Bike113Asmodai113Ezekiel114Deathwing Apothecary114Deathwing Ancient115Deathwing Champion115Deathwing Terminator Squad116Deathwing Apothecary118Ravenwing Ancient119Ravenwing Champion119
Terminator Armour112Interrogator-Chaplain on Bike113Asmodai113Ezekiel114Deathwing Apothecary114Deathwing Champion115Deathwing Terminator Squad116Deathwing Apothecary118Ravenwing Apothecary118Ravenwing Champion119Ravenwing Champion119Ravenwing Champion119Ravenwing Ancient119Ravenwing Bike Squad120Ravenwing Attack Bike Squad121
Terminator Armour112Interrogator-Chaplain on Bike113Asmodai113Ezekiel114Deathwing Apothecary114Deathwing Champion115Deathwing Terminator Squad116Deathwing Knights117Ravenwing Apothecary118Ravenwing Ancient119Ravenwing Champion119Ravenwing Ancient119Ravenwing Champion119Ravenwing Bike Squad120Ravenwing Attack Bike Squad121Ravenwing Land Speeders121
Terminator Armour112Interrogator-Chaplain on Bike113Asmodai113Ezekiel114Deathwing Apothecary114Deathwing Champion115Deathwing Terminator Squad116Deathwing Apothecary118Ravenwing Apothecary118Ravenwing Champion119Ravenwing Champion119Ravenwing Champion119Ravenwing Ancient119Ravenwing Bike Squad120Ravenwing Attack Bike Squad121
Terminator Armour112Interrogator-Chaplain on Bike113Asmodai113Ezekiel114Deathwing Apothecary114Deathwing Champion115Deathwing Terminator Squad116Deathwing Knights117Ravenwing Apothecary118Ravenwing Ancient119Ravenwing Champion119Ravenwing Ancient119Ravenwing Champion119Ravenwing Bike Squad120Ravenwing Attack Bike Squad121Ravenwing Land Speeders121
Terminator Armour112Interrogator-Chaplain on Bike113Asmodai113Ezekiel114Deathwing Apothecary114Deathwing Ancient115Deathwing Champion115Deathwing Terminator Squad116Deathwing Apothecary118Ravenwing Apothecary118Ravenwing Champion119Ravenwing Bike Squad120Ravenwing Attack Bike Squad121Ravenwing Land Speeders121Ravenwing Darkshroud122
Terminator Armour112Interrogator-Chaplain on Bike113Asmodai113Ezekiel114Deathwing Apothecary114Deathwing Ancient115Deathwing Champion115Deathwing Terminator Squad116Deathwing Apothecary118Ravenwing Apothecary118Ravenwing Champion119Ravenwing Champion119Ravenwing Bike Squad120Ravenwing Attack Bike Squad121Ravenwing Darkshroud122Nephilim Jetfighter123Ravenwing Black Knights124
Terminator Armour112Interrogator-Chaplain on Bike113Asmodai113Ezekiel114Deathwing Apothecary114Deathwing Ancient115Deathwing Champion115Deathwing Terminator Squad116Deathwing Apothecary118Ravenwing Apothecary118Ravenwing Champion119Ravenwing Champion119Ravenwing Bike Squad120Ravenwing Attack Bike Squad121Ravenwing Darkshroud122Nephilim Jetfighter123Ravenwing Black Knights124
Terminator Armour112Interrogator-Chaplain on Bike113Asmodai113Ezekiel114Deathwing Apothecary114Deathwing Ancient115Deathwing Champion115Deathwing Terminator Squad116Deathwing Apothecary118Ravenwing Apothecary118Ravenwing Champion119Ravenwing Champion119Ravenwing Bike Squad120Ravenwing Attack Bike Squad121Ravenwing Darkshroud122Nephilim Jetfighter122Ravenwing Dark Talon123
Terminator Armour112Interrogator-Chaplain on Bike113Asmodai113Ezekiel114Deathwing Apothecary114Deathwing Champion115Deathwing Champion115Deathwing Terminator Squad116Deathwing Apothecary118Ravenwing Apothecary118Ravenwing Apothecary118Ravenwing Champion119Ravenwing Champion119Ravenwing Bike Squad120Ravenwing Bike Squad121Ravenwing Land Speeders121Ravenwing Dark Talon123Ravenwing Black Knights124Ravenwing Land Speeder Vengeance125Fortress of Redemption126
Terminator Armour112Interrogator-Chaplain on Bike113Asmodai113Ezekiel114Deathwing Apothecary114Deathwing Ancient115Deathwing Champion115Deathwing Terminator Squad116Deathwing Knights117Ravenwing Apothecary118Ravenwing Champion119Ravenwing Champion119Ravenwing Champion119Ravenwing Bike Squad120Ravenwing Land Speeders121Ravenwing Darkshroud122Nephilim Jetfighter123Ravenwing Black Knights124Ravenwing Land Speeder Vengeance125Fortress of Redemption126Space Wolves128
Terminator Armour112Interrogator-Chaplain on Bike113Asmodai113Ezekiel114Deathwing Apothecary114Deathwing Champion115Deathwing Champion115Deathwing Terminator Squad116Deathwing Apothecary118Ravenwing Apothecary118Ravenwing Apothecary118Ravenwing Champion119Ravenwing Champion119Ravenwing Bike Squad120Ravenwing Bike Squad121Ravenwing Land Speeders121Ravenwing Dark Talon123Ravenwing Black Knights124Ravenwing Land Speeder Vengeance125Fortress of Redemption126

000

-1	
Tempestas Discipline	131
Space Wolves Wargear Lists	131
Logan Grimnar	132
Logan Grimnar on Stormrider	132
Wolf Lord on Thunderwolf	133
Ragnar Blackmane	134
Krom Dragongaze	
Harald Deathwolf	

0---0 -- 0---0---0

0012

Canis Wolfborn136	
Rune Priest137	
Rune Priest in Terminator Armour 138	
Rune Priest on Bike139	
Njal Stormcaller140	
Njal Stormcaller in Runic	
Terminator Armour140	
Wolf Priest141	
Wolf Priest in Terminator Armour 142	
Wolf Priest on Bike142	
Ulrik the Slayer143	
Wolf Guard Battle Leader144	
Wolf Guard Battle Leader on Bike145	
Wolf Guard Battle Leader in	
Terminator Armour145	
Wolf Guard Battle Leader	
on Thunderwolf146	
Bjorn the Fell-Handed147	
Blood Claws148	
Lukas the Trickster149	
Grey Hunters150	
Iron Priest151	
Iron Priest on Bike152	
Iron Priest on Thunderwolf153	
Cyberwolves153	
Wulfen155	
Lone Wolf156	
Lone Wolf in Terminator Armour157	
Murderfang157	
Wolf Guard158	
Wolf Guard on Bikes159	
Arjac Rockfist159	
Wolf Guard in Terminator Armour160	
Swiftclaws161	
Swiftclaw Attack Bikes162	
Stormwolf163	
Thunderwolf Cavalry164	
Fenrisian Wolves164	
Skyclaws165	
Stormfang Gunship166	
Long Fangs167	
Deathwatch168	
Deathwatch Army List170	

Deathwatch Army List	170
Special Issue Ammunition	170
Deathwatch Wargear Lists	171
Watch Master	172
Watch Captain Artemis	172
Deathwatch Kill Team	173
Deathwatch Terminators	174
Deathwatch Vanguard Veterans	175
Deathwatch Bikers	176
Corvus Blackstar	177

Grey Knights.....180

Sanctic Discipline	
Grey Knights Wargear Lists	181
Lord Kaldor Draigo	

Grand Master Voldus	183
Grand Master	183
Brother-Captain	184
Brother-Captain Stern	185
Brotherhood Ancient	186
Brotherhood Champion	
Castellan Crowe	188
Strike Squad	189
Terminator Squad	190
Purifier Squad	191
Paladin Squad	192
Paladin Ancient	193
Apothecary	194
Interceptor Squad	195
Purgation Squad	196
Nemesis Dreadknight	197

Battle-Forged Armies......198

Army Roster	200
Detachment Roster	201

Appendix	202
Space Marines Points Values	
Space Marines Wargear	206
Ultramarines Wargear	210
Imperial Fists Wargear	210
Crimson Fists Wargear	210
Black Templars Wargear	210
Raven Guard Wargear	
Salamanders Wargear	211
White Scars Wargear	
Blood Angels Points Values	212
Blood Angels Wargear	213
Dark Angels Points Values	214
Dark Angels Wargear	215
Space Wolves Points Values	
Space Wolves Wargear	218
Deathwatch Points Values	220
Deathwatch Wargear	221
Grey Knights Points Values	
Grey Knights Wargear	

INTRODUCTION

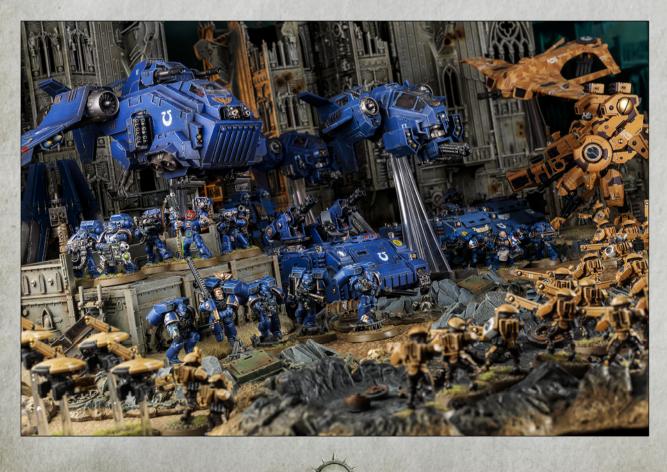
Welcome to *Index: Imperium 1*, one of five tomes which together contain updated rules for every unit of miniatures in Warhammer 40,000. If you have an army of Space Marines, Blood Angels, Dark Angels, Space Wolves, Deathwatch, Grey Knights or Legion of the Damned, this volume allows you to field your models in the new edition of Warhammer 40,000.

Within these pages are detailed rules entries, known as datasheets, for every Citadel Miniature within the Space Marines, Blood Angels, Dark Angels, Space Wolves, Deathwatch, Grey Knights and Legion of the Damned Factions. When taken together with the *Warhammer 40,000* rulebook, you will have everything you need to field the Adeptus Astartes on the battlefield. The wisdom contained within allows you to lead the Emperor's finest warriors into battle, the better to defend the Imperium of Man from the horrors of a hostile galaxy.

The Space Marines are the Emperor's finest warriors, each worth at least ten lesser men. Possessing specialist warriors and war machines tailored to every aspect of warfare, it is the resilience, the courage and the martial might of these superhuman warriors that allows the Imperium to endure. Now, with the addition of the Primaris Space Marines to their ranks, the Adeptus Astartes are mightier than ever before. While many Space Marine Chapters follow the tenets of the sacred Codex Astartes, there are those who practise their own, more specialised ways of war. From the tragically noble Blood Angels and the secretive, deadly Dark Angels, to the feral warriors of the Space Wolves, each such Chapter has its own unique strengths. The Grey Knights, meanwhile, are the Imperium's finest Daemon hunters, masters of counter-malefic warfare, while the Deathwatch are the vigilant blade that strikes down the xenos threat. Strangest of all are the Legion of the Damned, mysterious and ghostly Space Marines wreathed in spectral fire, who strike from nowhere when the hour seems darkest for the Adeptus Astartes and vanish without a trace of their passing.

INSIDE YOU WILL FIND:

- Army Lists: The first fifteen sections of this book present all of the datasheets that you will need in order to use your Space Marines miniatures in games of Warhammer 40,000, along with the additional rules and psychic disciplines that make each of these Factions unique.
- Battle-forged Armies: This presents a guide on how to organise your miniatures into an army for matched play games, including photocopiable Army Roster sheets.
- Appendix: This section contains all of the profiles and rules for the weapons and wargear carried by the units covered in this book, as well as all of the points values you will need to use your army in matched play games.



DATASHEETS

1. Battlefield Role

This is typically used when making a Battle-forged army.

2. Power Rating

The higher this is, the more powerful the unit! You can determine the Power Level of your entire army by adding up the Power Ratings of all the units in your army.

3. Unit Name

Models move and fight in units, which can have one or more models. Here you'll find the name of the unit.

4. Profiles

These contain the following characteristics that tell you how mighty the models in the unit are:

Move (M): This is the speed at which a model moves across the battlefield.

Weapon Skill (WS): This tells you a model's skill at hand-to-hand fighting. If a model has a Weapon Skill of '-' it is unable to fight in melee and cannot make close combat attacks at all.

Ballistic Skill (BS): This shows how accurate a model is when shooting with ranged weapons. If a model has a Ballistic Skill of '-' it has no proficiency with ranged weapons and cannot make shooting attacks at all.

Strength (S): This indicates how strong a model is and how likely it is to inflict damage in hand-to-hand combat.

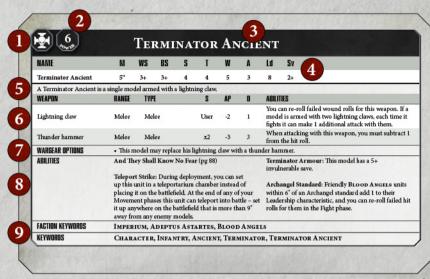
Toughness (T): This reflects the model's resilience against physical harm.

Wounds (W): Wounds show how much damage a model can sustain before it succumbs to its injuries.

Attacks (A): This tells you how many times a model can strike blows in hand-to-hand combat.

Leadership (Ld): This reveals how courageous, determined or self-controlled a model is.

Save (Sv): This indicates the protection a model's armour gives.



5. Unit Composition & Wargear

This tells you what models are in the unit and covers the basic weapons and equipment the models are armed with.

6. Weapons

The weapons that a unit comes equipped with are described using a set of characteristics as follows:

Range: How far the weapon can shoot. Weapons with a range of 'Melee' can only be used in hand-to-hand combat. All other weapons are referred to as ranged weapons.

Type: These are all explained under the Shooting and Fight phases of the core rules.

Strength (S): How likely the weapon is to inflict damage. If a weapon's Strength lists 'User', it is equal to the wielder's current Strength. If a weapon lists a modifier such as '+1' or 'x2', you should modify the user's current Strength characteristic as shown to determine the weapon's Strength. For example, if a weapon's Strength was 'x2', and the user had a Strength characteristic of 6, that weapon has Strength 12.

Armour Penetration (AP): How good it is at getting through armour.

Damage (D): The amount of damage inflicted by a successful hit.

7. Wargear Options

Some units have a number of choices as to which gear they take into battle – this section describes these options. Weapons which a unit may take as an optional choice are typically described in the appendix.

8. Abilities

Many units have exciting special abilities that are not covered by the core rules; these will be described here.

9. Keywords

All datasheets have a list of keywords, sometimes separated into Faction keywords and other keywords. The former can be used as a guide to help decide which models to include in your army, but otherwise both sets of keywords are functionally the same. Sometimes a rule will say that it applies to models that have a specific keyword. For example, a rule might say that it applies to 'all **BLOOD ANGELS** models'. This means it would only apply to models that have the Blood Angels keyword on their datasheet.

'They shall be my finest warriors, these men who give themselves to me.

Like clay I shall mould them and in the furnace of war I shall forge them.

They will be of iron will and steely muscle.

In great armour shall I clad them and with the mightiest guns shall they be armed.

They will be untouched by plague or disease, no sickness will blight them.

They will have tactics, strategies and machines such that no foe will best them in battle.

They are my bulwark against the Terror.

They are the Defenders of Humanity. They are my Space Marines

...and they shall know no fear.' - The Emperor of Mankind

ADEPTUS ASTARTES

The Adeptus Astartes are the Imperium's Angels of Death. They descend from the skies upon trails of fire to bring swift and bloody destruction to the enemies of Mankind, sweeping the corruption of Chaos and the spoor of the xenos foe from the galaxy with bolter and chainsword. No conquest is beyond them, for they are the Space Marines, and they know no fear.

The Space Marines are superhuman warriors who can trace their lineage to the golden era of Mankind's ascension. Each is an echo of the strength of the Primarchs, the demi-gods that served as the Emperor's generals during the expansion of the Imperium. Ten thousand years ago the Space Marines were organised into Legions, each containing many thousands of warriors. At the height of their power, the Legiones Astartes was a force whose might was unmatched in all the galaxy. Then the unthinkable happened. Horus, Primarch of the Luna Wolves, raised his banner in rebellion, and fully half of the Primarchs and their Legions followed him into damnation. The glorious future of Mankind was lost to betrayal and heresy, and the Emperor was brought low by the hand of Horus, his favoured son.

Yet those loyal Primarchs who survived the Horus Heresy refused to abandon the work of their gene-father. Roboute Guilliman, Primarch of the Ultramarines, created the Codex Astartes, a document of strategy and organisational doctrine that would define the future of the Space Marines. In what has become known as the Second Founding, the Legions of old were disassembled, and in their place rose the Adeptus Astartes, a new fighting force consisting of smaller Space Marine Chapters each comprising no more than a thousand souls. Never again would a single commander wield the awesome destructive power of an entire Legion. In the millennia since this momentous event, the warriors of the Adeptus Astartes have embraced their destiny, fighting against impossible odds to save the Imperium of Man from anarchy and chaos.

The gene-seed that transforms an Adeptus Astartes initiate from mortal warrior to legendary champion is part of the Emperor's own arcane science, and it bestows a suite of superhuman abilities upon those who survive the implantation process. Each battle-brother harbours within him not only this inheritance from the Primarchs, but a score of strange biological organs that lend him the strength to tear a man limb from limb, and the resilience to survive serious injury. A Space Marine can breathe underwater, enter a hibernation state, learn of the foe by consuming his flesh, survive in the cold vacuum of space and even spit acid should the need arise.

Recruited in the prime of his youth, the Space Marine is not only transformed physically by his Chapter's induction process, but mentally and even spiritually. Under extensive autohypnotic suggestion, prolonged meditation and extensive psychological training, his mind is transformed into a fortress of surety, enabling him to wage endless war in a hostile universe and still retain his sanity. A Space Marine can operate at the height of his mental faculties even in the direst circumstances. His soul too is strengthened by this process; under the guidance of his designated company's Chaplain, a Space Marine is kept sharp and true no matter the horrors that he is called upon to face – or to commit.

Already transformed into a living weapon, the Space Marine is made deadlier still by heirloom wargear bestowed upon him in great ceremony. After the implantation of the interface known as the black carapace, he bonds with a suit of advanced power armour that further increases his strength and makes him all but invulnerable to small arms fire. There are even records of Space Marines shrugging off direct hits from anti-tank weaponry and fighting on to cut down the impertinent foe.

Foremost amongst the weapons of the Adeptus Astartes is the bolter, a form of which is bequeathed to all Space Marines at one time or another as they advance through the Chapter. This is a sacred weapon with a fierce and often ancient machine spirit. The self-propelled shells it fires detonate after penetrating the target, causing horrendous damage from within. And this is but the most basic of tools available to the Chapters; at their disposal is an arsenal of devastating weaponry, as well as a massive armoury of battle tanks, gunships, bikes and skimmers to bear them to battle.

A NEW GENERATION

In an event that sent shock waves across the galaxy, the Primarch Roboute Guilliman - who for many centuries had lain in temporal stasis on the Ultramarines' home planet of Macragge - was awoken from his slumber to bestride the Imperium once more. With his miraculous resurrection came another momentous event. Ten thousand years ago, the Archmagos Belisarius Cawl was tasked by Guilliman with the creation of a new army, a force of genetically enhanced warriors mightier even than the noble Space Marines. Hidden away in his sprawling forge-complexes deep beneath the surface of Mars, Cawl lost himself in experimentation, creating countless technological wonders and refining the gene-seed. Now, after playing a crucial role in the Primarch's return, he has unleashed his most miraculous creation: the Primaris Space Marines. Taller and stronger than the last generation of Adeptus Astartes, the warriors of this new breed are clad in advanced Mark X power armour and wield devastating new weaponry.

Recognising the dire threats facing the Imperium, Roboute Guilliman swiftly deployed the new-found Primaris Space Marines in an event known as the Ultima Founding. Alongside several new Chapters comprised entirely of these peerless warriors, many existing Chapters found their ranks bolstered by Primaris reinforcements. Currently, the Codex-compliant Chapters of the Adeptus Astartes adhere to the time-honoured directives of that hallowed tome, deploying the Primaris Space Marines as battleline troops. There are whispers, though, that Guilliman, the reinstated Lord Commander of the Imperium, is already turning his ingenious mind towards codifying a new tactical doctrine – one that will ensure that the enhanced combat prowess and advanced weaponry of the Primaris Space Marines are utilised to the most devastating effect.

CHAPTER ORGANISATION

Guilliman's Codex Astartes was designed to prevent a disaster like the Horus Heresy ever taking place again. By providing a strict organisational doctrine for the new Space Marine Chapters to follow, it would limit the possibility for corruption and rebellion, whilst still maintaining the strength and martial adaptability the Legions had known. This hallowed document dictates the core tenets around which the majority of Space Marine Chapters are organised.

At the head of each Chapter stands the Chapter Master, a warrior of consummate skill, possessed of a keen strategic mind honed by centuries of warfare. His is the final word in all matters, though he is advised by both his company Captains and the four pillars of his command structure. The Reclusiam, represented by the Master of Sanctity, is the spiritual core of the Chapter, and home to its Chaplains. The Apothecarion is responsible for the training and deployment of Apothecaries, and the retrieval of geneseed from fallen warriors. The Master of the Forge commands the Armoury, and provides the Chapter with arms, armour and equipment, and performs the re-sanctification of the same. Finally, the Librarius is home to the Chapter's Librarian psykers, warrior-scholars whose expertise regarding the endless vagaries of the warp is of the utmost value.

Each Codex-compliant Chapter numbers ten companies. These organised fighting forces of Space Marine battle-brothers are each led by a Captain - a champion and officer of particular distinction who is assigned his orders by the Chapter Master and granted the autonomy to command in whatever manner he deems most effective. The 1st Company is comprised of one hundred veteran warriors, the elite of their Chapter. Detachments from the 1st are deployed upon the most fiercely contested battlefields, for these warriors are capable of extraordinary feats of martial skill. The majority of these battle-brothers go to war clad in hulking suits of Terminator plate - each a relic of priceless antiquity - and all wield the finest weapons and artefacts that the Chapter possesses. It is common for veteran squads of the 1st Company to periodically join the ranks of the Battle Companies, where the

surety and skill with which they slaughter the foe provides glorious inspiration to their battle-brothers.

The 2nd through 5th Companies are the Battle Companies, the main fighting force of the Chapter. The typical Battle Company is a mixed arms force. Led by a Captain and built around a core of infantry, it has fast-striking elements that operate as a vanguard, heavy firepower in the form of cannon-toting marksmen and nigh-indestructible tanks, and psychic and spiritual support from the Librarians and Chaplains that are often assigned to it. If the tactical situation calls for it, each Battle Company can also make use of various support and operational vehicles; Rhino and Razorback transports, as well as Drop Pods, all of which are maintained in sufficient numbers to facilitate a swift armoured deployment.



The endless wars fought by the Chapters of the Adeptus Astartes mean that casualties among the Battle Companies are inevitable, and thus it is important that they can swiftly replenish their ranks. The 6th through 9th Companies are designated the Reserve Companies, and formerly were only deployed against the enemy in the gravest of situations, such as if the Chapter's home world was under attack. Of late, however, the rising tide of Chaos has necessitated their full committal to front-line combat - the forces of the Imperium simply cannot afford to hold such valuable reinforcements in reserve. Instead, squads of Space Marines from these companies take the place of brothers from the Battle Companies who have fallen in combat, or have been sequestered or deployed elsewhere. It is a mark of how rigorous and exacting the training regimes of the Reserve Companies are that these newcomers are warmly welcomed when they arrive to take the places of the slain. The 6th and 7th Companies typically comprise versatile battleline squads, and the Codex Astartes dictates that such warriors are trained in bike-mounted warfare and piloting respectively - this ensures that the Battle Companies are never short of the specialist skills of combat and transport pilots. The 8th Company consists entirely of close support squads, masters of brutal close-quarters combat, while the ranks of the 9th are comprised of heavy support squads whose high-calibre, long-ranged weapons are capable of dealing extreme damage.



To ensure that it can continue to prosecute its endless war against the Emperor's enemies, each Space Marine Chapter must ensure that it maintains a steady flow of new recruits. These neophyte warriors are inducted into the 10th Company, where they begin their lifelong study of the art of war. Designated as Space Marine Scouts, these novitiates are trained by veteran officers in the arts of guerrilla warfare and covert operations. Wearing light, manoeuvrable battle-plate and wielding specialist weapons such as sniper rifles and heavy bolters, the Scouts learn their trade in the white-hot furnace of a war zone. They are seconded to the Battle Companies to range ahead of the larger strike force, performing reconnaissance and harrying the enemy whenever possible. Scouts must prove themselves upon many battlefields before their assigned officer will consider promoting them to become fully fledged battle-brothers.

Though the Codex Astartes has achieved almost religious significance to many Space Marine Chapters, the governing rulers of the Imperium have never decreed that it must be adhered to by law. Such a decree would be almost impossible to enact in any case, for the Chapters of the Adeptus Astartes are proudly autonomous, and have little time for the interference of human bureaucrats. The idiosyncrasies of gene-seed and the thousands of cultural deviations that have taken place in the years since the Second Founding mean that many warrior brotherhoods organise themselves in a different manner to the dictates of Guilliman. So long as such Chapters continue to slaughter the enemies of Mankind and submit to the ultimate will of Terra, such individualism is tolerated - subject to the approval of the ever-vigilant Inquisition.



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

03 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,

2 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 clawPower fist
- Power list
- Thunder hammer ¹

One weapon can be chosen from the following list:

- Boltgun
- Combi-flamer
- Combi-grav
- Combi-melta
- Combi-plasma
- Storm bolter
- ¹ 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 clawThunder hammer
- I ffuffuer ffaffiffie

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

TOWS?				CA	PTA	AIN	[
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Captain	6"	2+	2+	4	4	5	4	9	3+ (4++)
A Captain is a single mod	el armed w	ith a ch	ainsword	l, a ma	ster-craft	ed boltg	gun, frag	grenad	es and krak grenades.
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Master-crafted boltgun	24"	Rap	id Fire 1		4	-1	2	-	
Chainsword	Melee	Me	ee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3		
WARGEAR OPTIONS		nodel m	ay replac	ce its n		-	20	- th an ite	em from the Pistols, Combi-weapons or Melee
WARGEAR OPTIONS	Weapo • This n • This n	nodel m ons lists nodel m nodel m	ay replac ay replac ay take a	ce its c a jump	naster-cra	afted bo d with a wer Ra	ltgun wi a storm s	shield, r	em from the <i>Pistols, Combi-weapons</i> or <i>Melee</i> elic blade or an item from the <i>Melee Weapons</i> list. bes, its Move characteristic is increased to 12" and it
WARGEAR OPTIONS	Weapo • This n • This n gains • And Th Rites of friendly Iron Ha Storm S	nodel m ons lists nodel m nodel m the JUM rey Shal Battle: CHA alo: Thi Shield:	iay replac iay replac iay take a IP PACE I Know I You can PTER > t s model I	ce its c a jump <u>K and 1</u> No Fea a re-rol units v has a 4 equip	naster-cra chainswor o pack (Po	offed bo d with a ower Ra ords. of 1 ma of this n erable sa	ltgun wi a storm s ting +1) ade for nodel. ave.	shield, r . If it do Jumj has a inste of yo abov	elic blade or an item from the <i>Melee Weapons</i> list.
	Weapo • This n • This n gains · And Th Rites of friendly Iron Ha Storm S has a 3+	nodel m ons lists nodel m nodel m the JUM rey Shal F Battle: < CHA nlo: Thi Shield: . - invuln	ay replac ay replac ay replac ay take a IP PACE I Know I You can PTER > t s model h A model erable sa	ce its c jump X and 1 No Fea re-rol units v has a 4 equip we.	naster-cra chainswor pack (Po FLY keyw ar (pg 10) Il hit rolls vithin 6" c	of 1 ma of 1 ma of 1 ma of this n erable sa	ltgun wi a storm s ting +1) ade for nodel. ave. shield	shield, r . If it do Jumj has a inste of yo abov than	elic blade or an item from the <i>Melee Weapons</i> list. bes, its Move characteristic is increased to 12" and it p Pack Assault: During deployment, if this model a jump pack, you can set it up high in the skies ad of placing it on the battlefield. At the end of any bur Movement phases this model can assault from re – set it up anywhere on the battlefield that is mor

		Π			PTA NATOI			R			
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Captain in Terminator Armour	5"	2+	2+	4	4	6	4	9	2+ (4++)		
A Captain in Terminator A	Armour is a	a single	model a	rmed v	vith a pov	ver swo	rd and s	torm be	olter.		
WEAPON	RANGE	TYP	E		S	AP	0	ABIL	ITIES		
Storm bolter	24"	Rap	id Fire	2	4	0	1	-			
Wrist-mounted grenade launcher	12" Assault D3 4 1 1 -										
Chainfist	Melee	en attacking with this weapon, you must subtract 1 n the hit roll.									
Power sword	Melee	Mel	ee		User	-3	1	-			
Relic blade	Melee	Mel	ee		+2	-3	D3	-			
WARGEAR OPTIONS	• This n Melee	<i>ons</i> lists nodel m <i>Weapor</i>	ay repla 15 list.	ice its p	ower swo	ord with	ı a relic t	olade, c	he <i>Terminator Combi-weapons</i> or <i>Terminator Melee</i> chainfist, storm shield or an item from the <i>Terminator</i> be equipped with a wrist-mounted grenade launcher.		
ABILITIES	 A Captain in Terminator Armour with a power fist can also be equipped with a wrist-mounted grenade laun 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. 										
	friendly	<cha< td=""><td>PTER></td><td>units w</td><td>l hit rolls vithin 6" c</td><td>of this n</td><td>nodel.</td><td></td><td></td></cha<>	PTER>	units w	l hit rolls vithin 6" c	of this n	nodel.				
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	ASTART	'ES, <0	CHAPT	ER>			
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, TERI	MINA	FOR, C	АРТА	AIN		

		IN			PT A			R				
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Captain in Cataphractii Armour	4"	2+	2+	4	4	6	4	9	2+ (3++)			
A Captain in Cataphractii	Armour is	a single	model	armed	with a po	wer sw	ord and	combi-l	bolter.			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES			
Combi-bolter	24"	24" Rapid Fire 2 4 0 1 -										
Chainfist	Melee	MeleeMeleex2-42When attacking with this weapon, you must su from the hit roll.										
Power sword	Melee	Mel	ee		User	-3	1	-				
Relic blade	Melee	Mel	ee		+2	-3	D3	-				
WARGEAR OPTIONS	• This n	ons lists							the <i>Combi-weapons</i> or <i>Terminator Melee</i> chainfist or an item from the <i>Terminator Melee</i>			
ABILITIES	And They Shall Know No Fear (pg 10)Teleport Strike: During deployment, you can set up model in a teleportarium chamber instead of placing on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up 											
FACTION KEYWORDS					START			ER>				
	CHARACTER, INFANTRY, TERMINATOR, CAPTAIN											

М	WS	BS	S	T	W	A	Ld	Sv
5"	2+	2+	4	5	6	5	9	3+ (4++)
r is a sing	le mode	el arme	d with a	master-c	rafted	power sw	ord and	l a boltstorm gauntlet.
RANGE	TYP	E		S	AP	0	ABILIT	lies
12"	Pist	ol 3		4	0	1	-	
Melee	Mel	ee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.
Melee	Mel	ee		User	-3	2	-	
And Th	ey Shal	Know	No Fea	r (pg 10)	10.2			
Iron Ha	do: This	model	has a 4-	+ invulne	rable s	ave.		
Rites of	Battle:	You ca	n re-roll	hit rolls	of 1 ma	ade for fr	iendly <	CHAPTER> units within 6" of this model.
IMPE	RIUM,	ADEP	TUS A	START	ES, <0	CHAPT	ER>	
CHAR	ACTE	R, INF	ANTR	Y, MK X	GRA	VIS, PH	RIMAR	RIS, CAPTAIN
	5" is a sing RANGE 12" Melee Melee And Th Iron Ha Rites of IMPEH	5" 2+ is a single mode RANGE TYPI 12" Piste Melee Mel Melee Mel And They Shall Iron Halo: This Rites of Battle: IMPERIUM,	Im Im Im M WS BS S 2+ 2+ RANGE YPF 2+ RANGE YPF 2+ 12" Pistol 3 3+ Melee Melee 3+ Melee Melee 3+ Inter Halo: This model 3+ Range Halo: This model 3+ Melee Melee 3+ Melee Melee 3+ Melee Melee 3+ Melee 3+ 3+ 3+ Melee 3+ 3+ 3+ Melee 3+ 3	IN WS BS S S 2+ 2+ 4 S 2+ 2+ 4 S S S S S 2+ 2+ 4 S S S S RANGE TYPE VE S 12" Pistol 3 S S Melee Melee Melee S Melee Melee S S Image: S S S S Rites of Battle: S S S S Image: S S S S S Melee S S S S Ration of S S S S S Melee S S S S Melee S S S S	IN GRAVIS AI M WS BS S I 5" 2+ 2+ 4 5 5" 2+ 2+ 4 5 F is a single model armed with a water-of RANGE TYPE S 6 12" Pistol 3 4 6 Melee Melee x2 6 Melee Melee User 100 And Theyshalt know best 4 + invulue Tron Halo: This model has a 4 + invulue Rites of Battle: You can re-roll hit rolls 100	IN GRAUSS AUSSION M WS BS S I W 5" 2+ 2+ 4 5 6 5" 2+ 2+ 4 5 6 5" 2+ 2+ 4 6 6 F is a single model IVPE S AP RANGE IVPE S 4 0 12" Pistol 3 4 0 0 Melee Melee Velee VSe -3 Melee Melee User .9 -3 And Theyshaller to the stale	Image: Second state Image: Second state Image: Second state Image: Second state 5" 2+ 2+ 4 5 6 5 is a single model armed with a master-crafted power sw RANGE TYPE S AP D 12" Pistol 3 4 0 1 Melee Melee x2 -3 D3 Melee Melee User -3 2 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 fr IMPERIUM, ADEPTUS ASTARTES, CHAPTIS	IN GRAVISIARMOUNT M WS BS S I W A Ld 5" 2+ 2+ 4 5 6 5 9 c is a single model armed varies with a sater-crafted power sweet with a sater-craf

-7 					PTA N BIK				
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Captain on Bike	14"	2+	2+	4	5	6	4	9	3+ (4++)
A Captain on Bike is a sing is equipped with a twin bo		urmed w	ith a cha	inswo	rd, a mas	ter-craf	fted bolts	gun, fra	ng grenades and krak grenades. His Space Marine bike
WEAPON	RANGE	TYP	E		S	AP	0	ABIL	ITIES
Master-crafted boltgun	24"	Rap	id Fire 1		4	-1	2	-	
Twin boltgun	24"	Rap	id Fire 2		4	0	1	-	
Chainsword	Melee	Melee			User	0	1		h time the bearer fights, it can make 1 additional ck with this weapon.
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	Weap	ons lists.							tem from the <i>Pistols</i> , <i>Combi-weapons</i> or <i>Melee</i> or an item from the <i>Melee Weapons</i> list.
ABILITIES	And Th	ey Shal	Know N	No Fea	u r (pg 10)				es of Battle: You can re-roll hit rolls of 1 made for addy <chapter> units within 6" of this model.</chapter>
	Iron Ha	alo: This	model h	as a 4	+ invulne	rable sa	ave.		
					1		1 . 11		bo-boost: When this model Advances, add 6" to its
			A model erable sa		ped with a	a storm	shield		ve characteristic for that Movement phase instead of ing a dice.
FACTION KEYWORDS					START	'ES, <0	СНАРТ		
KEYWORDS			RACTI						

			L	[B]	RAR	IA	N					
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Librarian	6"	3+	3+	4	4	4	3	9	3+			
A Librarian is a single n	nodel armed v	with a fe	orce stav	e, a bo	lt pistol, f	rag grei	nades ar	d krak g	grenades.			
WEAPON	RANGE	TYP	E		S	AP	D	ABILITIES				
Bolt pistol	12"	12" Pistol 1 4 0 1 -										
Boltgun	24"	Rap	id Fire 1		4	0	1	-				
Force axe	Melee	Me	ee		+1	-2	D3	-				
Force stave	Melee	Me	ee		+2	-1	D3	-				
Force sword	Melee	Me	ee		User	-3	D3	-				
Frag grenade	6"	Gre	nade D6		3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
WARGEAR OPTIONS	This nThis n	nodel m nodel m	ay replation ay take a	ce its f i jump	orce stave	with a wer Ra	force sw	ord or a	em from the <i>Pistols</i> or <i>Combi-weapons</i> lists. a force axe. oes, its Move characteristic is increased to 12" and it			
ABILITIES	Psychic Jump P of placin	Hood: ack Ass	You can a ult: Du the battl	add 1 1 ring d efield.	eploymen At the en	ne Witch nt, if thi d of an	s model y of you	has a ju r Moven	for this model against enemy PSYKERS within 12". ump pack, you can set it up high in the skies instead ment phases this model can assault from above – se m any enemy models.			
PSYKER	This mo psychic	it up anywhere on the battlefield that is more than 9" away from any enemy models. 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 two psychic powers from the Librarius discipline (pg 10).										
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>											
			III LI			- /						

9 1000		I			RAR IATOI			R				
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Librarian in Terminator Armour	r 5" 3+ 3+ 4 4 5 3								2+ (5++)			
A Librarian in Terminator	Armour is	a singl	e model	armed	with a fo	rce stav	ve and st	orm bol	lter.			
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES			
Storm bolter	24"	Rap	id Fire 2	!	4	0	-					
Force axe	Melee	Me	ee		+1							
Force stave	Melee	Me	ee									
Force sword	Melee	Me	ee		User	-3	D3	-				
WARGEAR OPTIONS									or an item from the <i>Terminator Combi-weapons</i> list. a force axe.			
ABILITIES	This model may replace its force stave with a force sword or a force axe. And They Shall Know No Fear (pg 10) Psychic Hood: You can add 1 to Deny the Witch you take for this model against enemy PSYKERS Crux Terminatus: This model has a 5+ invulnerable save.											
	Invulnerable save. Teleport Strike: During deployment, you can set up model in a teleportarium chamber instead of placin on the battlefield. At the end of any of your Movem phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" awa from any enemy models.											
PSYKER		power	in each e						h friendly Psychic phase, and attempt to deny one te power and two psychic powers from the Librarius			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, <0	СНАРТ	'ER>				
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, PSYKER, LIBRARIAN											

			L		RAR DN BIK		N					
NAME	М	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 with a twin boltgun.	single model	armed	with a fo	orce sta	ave, a bolt	pistol,	frag grei	nades ar	nd krak grenades. His Space Marine bike is equipped			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Bolt pistol	12"	Pist	ol 1		4	0	1	-				
Boltgun	24"	24" Rapid Fire 1 4 0 1 -										
Twin boltgun	24"	Rap	id Fire 2		4	0	1	-				
Force axe	Melee	Mel	ee		+1	-2	D3	-				
Force stave	Melee	Mel	ee		+2	-1	D3	-				
Force sword	Melee	Mel	ee		User	-3	D3	-				
Frag grenade	6"	Gre	nade D6		3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
WARGEAR OPTIONS									em from the <i>Pistols</i> or <i>Combi-weapons</i> lists. a force axe.			
ABILITIES	Psychic	Hood: e for thi	You can	add 1	ar (pg 10) to Deny t t enemy I	he Wit		Mov	bo-boost: When this model Advances, add 6" to its re characteristic for that Movement phase instead of ng a dice.			
PSYKER	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 <i>Smite</i> power and two psychic powers from the Librarius discipline (pg 10).										
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	ASTART	'ES, <0	CHAPT	'ER>				
KEYWORDS	BIKER	CHA	RACT	ER, P	SYKER,	LIBR	ARIAN					

			ΓΕርΙ	HMA	RI	NE								
NAME	М	WS	BS S	T	W	A	Ld	Sv						
Techmarine	6"	3+	2+ 4	4	4	3	8	2+						
A Techmarine is a single		-	ower axe, a			-		-						
WEAPON	RANGE	TYPE		S	AP		ABILIT	IES						
Bolt pistol	12"	Pistol	1	4	0	1	-							
Boltgun	24"	Rapid	Fire 1	4	0	1	-							
Conversion beamer	42"	Heavy	r D3	6	0	1		ks from a conversion beamer that target enemies a half its range are resolved at Strength 8, AP -1 and age 2.						
Flamer	8"													
Plasma cutter	When a	When attacking with this weapon, choose one of the profiles below.												
- Standard	12"	Assau	lt 1	7	-3	1	-							
- Supercharge	12"	Assau	lt 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 t	servo-arm can only be used to make one attack time this model fights. When a model attacks with veapon, you must subtract 1 from the hit roll.						
Frag grenade	6"	Grena	de D6	3	0	1	-							
Krak grenade	6"	Grena	de 1	6	-1	D3	-							
WARGEAR OPTIONS	 This m This m This m 	nodel may nodel may nodel may	replace its replace its take a serv	power axe servo-arm o-harness	e with ar n with a (Power	n item fr conversi Rating	om the <i>N</i> ion beam +1), whi	m from the <i>Pistols</i> or <i>Combi-weapons</i> lists. <i>Melee Weapons</i> list. her. ich comprises an additional servo-arm, a plasma replaced with a conversion beamer.						
ABILITIES			Know No F	10		Mover	ont phos	this model can repair a single -CHADTED						
	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.</chapter>													
FACTION KEYWORDS			DEPTUS											
EYWORDS CHARACTER, INFANTRY, TECHMARINE														

SERVITORS

Jan 3

NAME	М	WS B	S S	T	W	A	Ld	Sv				
Servitor	5"	5+ 5	+ 3	3	1	1	6	4+				
This unit contains 4 Serv	itors. Each r	nodel is arm	ned with a	servo-ar	m.	See. 1						
WEAPON	RANGE	TYPE		S	AP	D	ABILI	TIES				
Heavy bolter	36"	Heavy 3	3	5	-1	1	-					
Multi-melta	24"	If the target is within half range of this weapon, r										
Plasma cannon	When attacking with this weapon, choose one of the profiles below.											
- Standard	36"	Heavy I	03	7	-3	1	-					
- Supercharge	36"	Heavy I	03	8	-3	2		hit roll of 1, the bearer is slain after all of this on's shots have been resolved.				
Servo-arm	Melee	Melee		x2	-2	3	each	servo-arm can only be used to make one attack time this model fights. When a model attacks with weapon, you must subtract 1 from the hit roll.				
WARGEAR OPTIONS	• Up to	two Servito	rs may rep	lace thei	r servo-a	arm with	n a heavy	y bolter, plasma cannon or multi-melta.				
ABILITIES		ck: Servitor within 6" c	1		-		and Ball	istic Skill to 4+, and their Leadership to 9, whilst				
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>											
KEYWORDS	INFANTRY, SERVITORS											

6 10000			TE		[MA n bik		NE							
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Techmarine on Bike	14"	3+	2+	4	5	5	3	8	2+					
			ed with a	power	r axe, a s	ervo-arr	n, a bolt	t pistol, f	frag grenades and krak grenades. His Space Marine					
bike is equipped with a twee weapon	win boltgun. RANGE	ТУР	-		S	AP	0	ABILI	TIFE					
Bolt pistol	12"	Pist	-		 4	0	1	ADILI						
Boltgun	24"		of I oid Fire 1		4	0	1	-						
Conversion beamer	42"		avy D3		6	0	1	over	cks from a conversion beamer that target enemies at half its range are resolved at Strength 8, AP -1 and age 2.					
Flamer	8"	Ass	ault D6		4	0	1	This	weapon automatically hits its target.					
Plasma cutter	When a	When attacking with this weapon, choose one of the profiles below.												
- Standard	12"	Ass	ault 1		7	-3	1	-						
- Supercharge	12"	Ass	ault 1		8	-3	2	On a	hit roll of 1, the bearer is slain.					
Twin boltgun	24"	Rap	id Fire 2		4	0	1	-						
Power axe	Melee	Me	ee		+1	-2	1	-						
Servo-arm	Melee	Mel	ee		x2	-2	3	each	servo-arm can only be used to make one attack time this model fights. When a model attacks with weapon, you must subtract 1 from the hit roll.					
Frag grenade	6"	Gre	nade D6		3	0	1	-						
Krak grenade	6"	Gre	nade 1		6	-1	D3	-						
WARGEAR OPTIONS	 This m This m This m 	nodel m nodel m nodel m	ay replac ay replac ay take a	e its p e its se servo	ower axe ervo-arm harness	with an with a (Power	n item fr convers Rating	from the 1 ion bean +1), wh	em from the <i>Pistols</i> or <i>Combi-weapons</i> lists. <i>Melee Weapons</i> list. ner. ich comprises an additional servo-arm, a plasma 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 Turbo-boost: When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice. 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></chapter>													
KEYWORDS	BIKER, CHARACTER, TECHMARINE													



5			С	CH/	APL	AI)	N					
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Chaplain	6"	2+	3+	4	4	4	3	9	3+ (4++)			
A Chaplain is a single r	nodel armed v	vith a c	rozius ar	canum	, a bolt p	istol, fr	ag grena	des and	krak grenades.			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Bolt pistol	12"	12" Pistol 1 4 0 1										
Boltgun	24"	Rap	oid Fire 1		4	0	1	-				
Crozius arcanum	Melee	Me	lee		+1	-1	2	-				
Power fist	Melee	Me	lee		x2	-3	D3		en attacking with this weapon, you must subtract 1 a the hit roll.			
Frag grenade	6"	Gre	nade D6		3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
WARGEAR OPTIONS	Comb • This n	<i>i-weapc</i> nodel m	ns lists.	a jump	pack (Pe	ower Ra			fist or an item from the <i>Pistols</i> or bes, its Move characteristic is increased to 12" and it			
ABILITIES	And Th	ey Shal	l Know l	No Fea	r (pg 10))		Rosa	arius: This model has a 4+ invulnerable save.			
	Fight ph of this r Spiritua units wi	nase for nodel. al Lead thin 6"	te: You ca friendly ers: All fr of this m read of th	<cha riendly rodel c</cha 	APTER>	units w PTER>	has a inste of yo abov	p Pack Assault: During deployment, if this model a jump pack, you can set it up high in the skies ead of placing it on the battlefield. At the end of any our Movement phases this model can assault from re – set it up anywhere on the battlefield that is more 9" away from any enemy models.				
FACTION KEYWORDS	IMPE	IMPERIUM, ADEPTUS ASTARTES, <chapter></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	М	WS	BS	S	T	W	A	Ld	Sv					
Chaplain in Terminator Armour	5"	2+	3+	4	4	5	3	9	2+ (4++)					
A Chaplain in Terminator	Armour is	s a single	e model	armed	with a cr	ozius ar	canum	and a st	orm bolter.					
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES					
Storm bolter	24"	Rap	id Fire 2		4	0	1	-						
Crozius arcanum	Melee	Me	ee		+1	-1	2	-						
WARGEAR OPTIONS	• This r	nodel m	ay repla	ce its st	orm bol	ter with	an item	from th	ne Terminator Combi-weapons list.					
ABILITIES	And Th	ney Shal	l Know	No Fea	r (pg 10))		Rosa	arius: This model has a 4+ invulnerable save.					
	Fight pl of this 1	hase for nodel.	e: You ca friendly	<cha< td=""><td>PTER></td><td>units wi</td><td></td><td>mod on th phas</td><td>port Strike: During deployment, you can set up thi lel in a teleportarium chamber instead of placing it he battlefield. At the end of any of your Movement ses this model can teleport into battle – set it up</td></cha<>	PTER>	units wi		mod on th phas	port Strike: During deployment, you can set up thi lel in a teleportarium chamber instead of placing it he battlefield. At the end of any of your Movement ses this model can teleport into battle – set it up					
	units w	ithin 6"	e rs: All f of this m ead of th	nodel ca	an use th			anywhere on the battlefield that is more than 9" away from any enemy models.						
FACTION KEYWORDS	IMPE	RIUM,	ADEP	ГUS А	STAR	TES, <c< td=""><td>НАРТ</td><td>'ER></td><td></td></c<>	НАРТ	'ER>						
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y. TER	MINA	FOR. C	HAPL	AIN					

		CHAPLAIN ON BIKE												
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Chaplain on Bike	14"	2+	3+	4	5	5	3	9	3+ (4++)					
A Chaplain on Bike is a equipped with a twin bo	U	armed	with a ci	ozius	arcanum	, a bolt p	pistol, fra	ag grena	ndes and krak grenades. His Space Marine bike is					
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES					
Bolt pistol	12"	Pist	ol 1		4	0	1	-						
Boltgun	24"	Rap	id Fire 1		4	0	1	-						
Twin boltgun	24"	Rap	id Fire 2	!	4	0	1	-						
Crozius arcanum	Melee	Mel	ee		+1	-1	2	-						
Power fist	Melee	Mel	Melee		x2	-3	D3		en attacking with this weapon, you must subtract 1 a the hit roll.					
Frag grenade	6"	Gre	nade D6	5	3	0	1	-						
Krak grenade	6"	Grenade 1 6 -1 D3												
WARGEAR OPTIONS		nodel m <i>i-weapo</i>		ce its b	olt pisto	with a	boltgun,	power	fist or an item from the <i>Pistols</i> or					
ABILITIES	Litanies	s of Hat	e: You c	an re-r	ar (pg 10 oll failed APTER>	hit rolls		Mov	bo-boost: When this model Advances, add 6" to its e characteristic for that Movement phase instead of ng a dice.					
	of this n Rosariu		model h	as a 4+	- invulne	rable sav	ve.	units	itual Leaders: All friendly <chapter> s within 6" of this model can use the Chaplain's lership instead of their own.</chapter>					
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	ASTAR	TES, <0	СНАРТ	'ER>						
KEYWORDS	BIKER	, CHA	RACT	ER, C	HAPLA									

	APOTHECARY													
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Apothecary	6"	3+	3+	4	4	4	3	8	3+					
An Apothecary is a sing	le model arm	ed with	a bolt p	istol, c	hainswor	d, frag	grenades	and kra	ak grenades.					
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Bolt pistol	12"	Pist	ol 1		4	0	1	-						
Chainsword	Melee	Me	lee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.					
Frag grenade	6"	Gre	nade De	5	3	0	1	-						
Krak grenade	6"	Gre	nade 1		6	-1	D3	-						
ABILITIES	Nartheo model. contains models returneo the rem	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</chapter>												
	only be the target of the Narthecium ability once in each turn. IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>													
FACTION KEYWORDS	IMPE	KIUM,	ADEP	TUSA	ASTARI	ES, <0	CHAPT	'ER>						

4 10000																			
NAME	М	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 equipped with a twin bol		odel arr	ned with	a bolt	pistol, ch	ainswo	rd, frag §	grenade	es and krak grenades. His Space Marine bike is										
WEADDN	RANGE	Түр	E		S	AP	D	AbiLi	TIES										
Bolt pistol	12"	Pist	ol 1		4	0	1	-											
Twin boltgun	24"	Rap	oid Fire 2		4	0	1	-											
Chainsword	Melee	Me	lee		User	0	1		n time the bearer fights, it can make 1 additional ck with this weapon.										
Frag grenade	6"	Gre	nade D6		3	0	1	-											
Krak grenade	6"	Gre	nade 1		6	-1	D3	-											
ABILITIES	Narthee model. contain models returnee the rem only be	cium: A Select a s a wou but one d to the ainder o the targ	at the end friendly nded more or more unit wit of the tun get of the	l of an < CH del, it of its h 1 wc n (sho Narth	APTER> : immedia: models h ound rema bot, charg necium ab	Moven INFAN tely reg ave bee aining. e, fight, ility on	TRY or 2 ains D3 1 n slain d If the Ap etc.) as 1 ce in eac	BIKER lost wou uring th oothecar he recov h turn.	Apothecary can attempt to heal or revive a single unit within 3" of the Apothecary. If that unit unds. If the chosen unit contains no wounded he battle, roll a D6. On a 4+ a single slain model is ry fails to revive a model he can do nothing else for vers the gene-seed of the fallen warrior. A unit can characteristic for that Movement phase instead of										
FACTION KEYWORDS	rolling a	a dice.	_						1										
					ASTART			ER>											
KEYWORDS	BIKEF	R, CHA	RACT	ER, A	POTHE	CARY			BIKER, CHARACTER, APOTHECARY										

PRIMARIS LIEUTENANTS													
М	WS	BS	S	T	W	A	Ld	Sv					
6"	2+	3+	4	4	5	4	8	3+					
							Lieutena	nt (Power Rating +4). Each model is armed with					
RANGE	TYP	E		S	AP	D	ABILIT	IES					
12"	Pist	ol 1		4	0	1	-						
24"	Ass	ault 2		4	0	2	-						
Melee	Me	ee		User	-3	1	-						
6"	Gre	nade D6	i	3	0	1	-						
6"	Gre	nade 1		6	-1	D3	-						
• Any n	nodel m	ay repla	ce his i	master-cra	afted au	ito bolt r	ifle with	a power sword.					
Tactica for frier	l Precis ndly <c< td=""><td>ion: You</td><td>can re</td><td>-roll wou</td><td>nd roll:</td><td>this u do no point</td><td>pany Heroes: During deployment, all models in init must be set up at the same time, though they of need to be set up in unit coherency. From that conwards, each Primaris Lieutenant is treated as a rate unit.</td></c<>	ion: You	can re	-roll wou	nd roll:	this u do no point	pany Heroes: During deployment, all models in init must be set up at the same time, though they of need to be set up in unit coherency. From that conwards, each Primaris Lieutenant is treated as a rate unit.						
IMPE	RIUM	ADEP'	TUS A	START	'ES. <(СНАРТ	- 1						
	6" Primaris I le, a bolt p 12" 24" Melee 6" 6" • Any r And TH Tactica for frien this mo	6" 2+ Primaris Lieutena le, a bolt pistol, fr RANGE TYP 12" Pist 24" Ass Melee Mel 6" Gre 6" Gre 6" Gre • Any model m And They Shal Tactical Preciss for friendly <c this model.</c 	6" 2+ 3+ Primaris Lieutenant. It car le, a bolt pistol, frag grena RANGE TYPE 12" Pistol 1 24" Assault 2 Melee Melee 6" Grenade D6 6" Grenade 1 • Any model may repla And They Shall Know Tactical Precision: You for friendly <chapte< td=""> this model.</chapte<>	and and and 6" 2+ 3+ 4 Primaris Lieutenant. It can incluide, a bolt pistol, frag grenades an mail and	6" 2+ 3+ 4 4 Primaris Lieutenant. It can include 1 addited addite	And And And 6" 2+ 3+ 4 4 5 Primaris Lieutenant. It can include 1 additional P 1 1 1 1 1 le, a bolt pistol, frag grenades and krak grenades. RANGE TYPE S AP 12" Pistol 1 4 0 24" Assault 2 4 0 Melee Melee User -3 6" Grenade D6 3 0 6" Grenade 1 6 -1 • Any model may replace his master-crafted au And They Shall Know No Fear (pg 10) Tactical Precision: You can re-roll wound rolls for friendly <chapter> units that are within this model.</chapter>	Image: Constraint of the second se	Image: Second state of the second s					

4 1000	COMPANY ANCIENT													
NAME	М	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 mode	el armeo	l with a b	olt pis	tol, frag	grenade	es and kr	ak gren	ades.					
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES					
Bolt pistol	12"	Pist	ol 1		4	0	1	-						
Boltgun	24"	Rap	id Fire 1		4	0	1	-						
Frag grenade	6"	Gre	nade D6		3	0	1	-						
Krak grenade	6"	Gre	nade 1		6	-1	D3	-						
WARGEAR OPTIONS	• This model may replace its bolt pistol with a boltgun, or an item from the <i>Pistols</i> , <i>Combi-weapons</i> or <i>I Weapons</i> lists.													
ABILITIES	Astarte Leaders friendly last surg	Weapons lists. 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 th Shooting phase, or make a single attack as if it were the Fight phase.</chapter></chapter></chapter></chapter>												
FACTION KEYWORDS	IMPE	RIUM,	ADEPT	TUS A	STAR	ΓES, <0	СНАРТ	'ER>						
KEYWORDS	CHARACTER, INFANTRY, ANCIENT, COMPANY ANCIENT													

5. 1000	COMPANY ANCIENT ON BIKE													
NAME	М	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 B with a twin boltgun.	ike is a sing	gle mod	el armed	l with a	bolt pis	tol, frag	grenade	s and ki	rak grenades. His Space Marine bike is equipped					
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Bolt pistol	12"	Pist	ol 1		4	0	1	-						
Boltgun	24"	Rap	id Fire 1		4	0	1	-						
Twin boltgun	24"	Rap	id Fire 2		4	0	1	-						
Frag grenade	6"	Gre	nade D6		3	0	1	-						
Krak grenade	6"	Gre	nade 1		6	-1	D3	-						
WARGEAR OPTIONS		nodel m o <i>ns</i> lists		ce its b	olt pisto	with a	boltgun,	or an it	tem from the Pistols, Combi-weapons or Melee					
ABILITIES	Leaders friendly last surg Shootin	s Banne hip. In a c CHA ge of stra g phase	er: <ch. addition PTER> ength be , or mak</ch. 	APTER , roll a l ANCIE fore su e a sing	Construction of the second	within 6 time a < efore rer ng to its c as if it	CHAP noving t wounds; were the	FER> IN he mod it can e Fight p	y <chapter> ANCIENTS</chapter> add 1 to their NFANTRY model is destroyed within 6" of any lel as a casualty. On a 4+ that model musters one either shoot with one of its weapons as if it were the shase.					
	rolling a	a dice.							intracteristic for that Movement phase instead of					
FACTION KEYWORDS	IMPEI	RIUM,	ADEP'	TUS A	STAR	TES, <0	CHAPT	ER>						
KEYWORDS	BIKEF	, CHA	RACT	ER, Al	NCIEN	T, COI	MPANY	ANC	IENT					

- Const	PRIMARIS ANCIENT														
NAME	М	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 bo	olt rifle	, bolt pis	tol, frag	grenade	es and k	xrak grenades.						
WEAPON	RANGE	TYP	E		S	AP	0	ABIL	ITIES						
Bolt pistol	12"	Pist	ol 1		4	0	1	-							
Bolt rifle	30"	Rap	id Fire 1		4	-1	1	-							
Frag grenade	6"	Gre	nade D6		3	0	1	-							
Krak grenade	6"		6	-1	D3	-									
ABILITIES	Astarte Leaders friendly last surg	s Banne ship. In straight of str	addition PTER> ength be	APTER , roll a l ANCIE fore su	C> units D6 each E NTS , be ccumbir	within 6 time a < efore rei ig to its	<chap1 noving t</chap1 	TER> II he mod it can e	y <chapter> ANCIENTS</chapter> add 1 to their NFANTRY model is destroyed within 6" of any del as a casualty. On a 4+ that model musters one either shoot with one of its weapons as if it were th phase.						
FACTION KEYWORDS	IMPE	RIUM,	ADEP	ГUS A	STAR	TES, <0	СНАРТ	ER>							

	C	COMPANY CHAMPION												
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Company Champion	6"	2+	3+	4	4	4	3	8	3+ (5++)					
A Company Champion is	a single mo	del arm	ed with	a bolt p	istol, m	aster-cr	afted pov	wer swo	ord, frag grenades and krak grenades.					
WEAPON	RANGE	TYP			S	AP	0	ABILI	ITIES					
Bolt pistol	12"	Pist	ol 1		4	0	1	-						
Master-crafted power sword	Melee	Mel	ee		User	-3	2	-						
Frag grenade	6"	Gre	nade D6		3	0	1	-						
Krak grenade	6"	Gre	nade 1		6	-1	D3	-						
ABILITIES	Honour any faile	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-r 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	IMPE	RIUM,	ADEPT	rus As	START	TES, <0	CHAPT	ER>						
KEYWORDS	CHAR	ACTE	R, INFA	NTRY	, CON	IPANY	CHAN	APION	N					

NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Company Champion on Bike	14"	2+	3+	4	5	5	3	8	3+ (5++)				
A Company Champion on Space Marine bike is equip				ed with	a bolt p	istol, m	naster-cr	afted po	wer sword, frag grenades and krak grenades. His				
WEAPON					S	AP	п	ABILI	TIES				
Bolt pistol	12"	Pist	_		4	0	1	-					
Twin boltgun	24"	1 100	oid Fire 2		4	0	1	-					
Master-crafted power sword	Melee	1	Melee		User	-3	2	-					
Frag grenade	6"	Gre	nade D6		3	0	1	-					
Krak grenade	6"	Gre	nade 1		6	-1	D3	-					
ABILITIES	Honou any fail Comba	r or Dea ed hit ro t Shield	olls for thi l: This mo	model r is mode odel has	nust ma l in the a 5+ in	Fight p vulnera	hase wh Ible save	en targe	on if it is able to do so. In addition, you can re-roll ting a CHARACTER .				
FACTION KEYWORDS	rolling	a dice.		-	12	2.1			haracteristic for that Movement phase instead of				
	IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>												
KEYWORDS			RACTE	1000									

2 Power	(MPA	NY V	ET.	ERA	ANS	5				
NAME	М	WS	BS S	i T	W	A	Ld	Sv				
Space Marine Veteran	6"	3+	3+ 4	4 4	1	2	8	3+				
Veteran Sergeant	6"	3+	3+ 4	4	1	3	9	3+				
This unit contains 1 Veter Each model is armed with WFAPON			sword, frag					ditional Space Marine Veterans (Power Rating +5)				
Bolt pistol	12"	Pisto		4	0	1	AUILI					
Boltgun	24"		id Fire 1	4	0	1	-					
Chainsword	Melee	Mele		User	0	1		n time the bearer fights, it can make 1 additional ck with this weapon.				
Frag grenade	6"	Gren	nade D6	3	0	1	-					
Krak grenade	6"	Grei	nade 1	6	-1	D3	-					
WARGEAR OPTIONS	 Any Sp Pistols Any Sp 	pace Ma lists. pace Ma	rine Vetera	n may replac	ce their	bolt pist chainsw	ol with ord wit	word with items from the <i>Sergeant Equipment</i> list. a storm shield or an item from the <i>Melee Weapons</i> th a storm shield, a boltgun, or an item from the ist.				
ABILITIES	And Th	ey Shall	Know No	Fear (pg 10)								
	they are a wound	within 3 l but thi	3" of this ur s unit suffer	iit; on a 2+ a rs a mortal w	model ound.	from th	is squad	y < CHAPTER> CHARACTER loses a wound whil d can intercept that hit – the character does not lose invulnerable save.				
	Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save. IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>											
FACTION KEYWORDS	IMPER	RIUM.	ADEPTU	S ASTART	ES. <0	снарт	ER>					



The Command Squad, comprised of Company Veterans and specialists such as the Apothecary, bring swift death to their foes.

				10	N BIK	ES			and the second			
NAME	М	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+			
	nodel is eq ltgun.	luipped	with a bo		ol, a chai	nsword	, frag gr	enades a	le up to 3 additional Space Marine Veteran Bikers and krak grenades. Each of their Space Marine b			
	RANGE 12"	TYP Pist			S 4	AP	D 1	ABILI	liita			
Bolt pistol Boltgun	12 24"		id Fire 1		4	0	1	-				
Twin boltgun	24 24"	1	id Fire 1		4	0	1	-				
Chainsword	Melee		Melee			0	1		n time the bearer fights, it can make 1 additional ck with this weapon.			
Frag grenade	6"	Grenade D6			3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
WARGEAR OPTIONS	Equip • Any S Weap • Any S	<i>ment</i> lis pace Ma <i>ons</i> or P pace Ma	t. arine Vet <i>istols</i> lists	eran Bi eran Bi	ker may ker may	replace replace	their bo	olt pisto nainswoi	hainsword with items from the Sergeant ol with a storm shield or an item from the <i>Melee</i> ord with a storm shield, a boltgun, or an item from ons list.			
ABILITIES	Biker B	odygua	l Know N rd: Roll a SIKER CI	bo-boost: When this model Advances, add 6" to re characteristic for that Movement phase instead ng a dice.								
	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 has a 3+ invulnerable save.											
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>											

		T	AC	ΓΙΟ	CAL	SQ	UA	D			
NAME	М	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 model is armed with a bolt								o 5 addi	itional Space Marines (Power Rating +4). Each		
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES		
Bolt pistol	12"	Pist	ol 1		4	0	1	-			
Boltgun	24"	Rap	oid Fire 1		4	0	1	-			
Frag grenade	6"	Gre	enade De	5	3	0	1	-			
Krak grenade	6"	Gre	enade 1		6	-1	D3	-			
WARGEAR OPTIONS	 If the Special If the 	unit con al Weap unit con	ntains fe <i>ons</i> or <i>H</i> ntains te	wer tha <i>eavy W</i> n mode	n ten mo <i>eapons</i> li els, one S	odels, or st. pace Ma	ne Space arine ma	Marine y replac	oltgun with items from the <i>Sergeant Equipment</i> list. e may replace his boltgun with an item from the ce his boltgun with an item from the <i>Special Weapo</i> h an item from the <i>Heavy Weapons</i> 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.										
	IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>										
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	LES, <(HAPI	EK>			



► 6 Power			SCO	CUC	T S	QU	AD				
NAME	М	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 Sco boltgun, bolt pistol, frag					ude up to	o 5 addi	tional Sc	outs (P	ower Rating +4). Each model is armed with a		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES		
Astartes shotgun	12"	Ass	ault 2		4	0	1	If the Strer	e target is within half range, add 1 to this weapon's ngth.		
Bolt pistol	12"	Pist			4	0	1	-			
Boltgun	24"	Rap	id Fire 1		4	0	1	-			
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-			
Missile launcher	When a	ttacking	g with th	is weap	oon, choo	ose one	of the pr	ofiles be	elow.		
- Frag missile	48"	Hea	vy D6		4	0	1	-			
- Krak missile	48"	Hea	vy 1		8	-2	D6	-			
Sniper rifle	36"	Hea	vy 1		4	0	1	the c this v	weapon may target a CHARACTER even if it is n closest enemy unit. If you roll a wound roll of 6+ for weapon, it inflicts a mortal wound in addition to it nal damage.		
Combat knife	Melee	Me	ee		User	0	1	Each attac	time the bearer fights, it can make 1 additional k with this weapon.		
Frag grenade	6"	Gre	nade D6		3	0	1	-			
Krak grenade	6"	Gre	nade 1		6	-1	D3	-			
WARGEAR OPTIONS	• Any n • One S	nodel m cout m	ay repla	ce his b e his b	oltgun w oltgun w	vith a sn	iper rifle	e, an As	ith items from the <i>Sergeant Equipment</i> list. tartes shotgun or a combat knife. nissile launcher.		
ABILITIES	Comba start of	t Squad the gam	s: Before ie, a Scou	e any n 1t Squa	r (pg 10) nodels ar 1d contai ch contai	e deploy ning 10	models	deplo e that i Cam you o	cealed Positions: When you set up this unit durin oyment, it can be set up anywhere on the battlefiel is more than 9" from the enemy deployment zone. to Cloaks: If every model in a unit has a camo cloa can add 2 to saving throws made for models in the when they receive the benefits of cover, instead of		
FACTION KEYWORDS	IMPE	RIUM.	ADEP'	TUS A	START	TES, <0	CHAPT				
	IMPERIUM, ADEPTUS ASTARTES, <chapter> INFANTRY, SCOUT, SCOUT SQUAD</chapter>										



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

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]	INTE	ERCH	ESSC	DR S	SQU	AD)		
NAME	М	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 Inter	cessor Serge	eant and 4	Intercessor	s. Each m	odel is a	armed wi	th a bol	t rifle, a bolt pi	stol, frag grenad	les and krak gre
WEAPON	RANGE	TYPE		S	AP	0	ABILI	TIES		
Bolt pistol	12"	Pistol	1	4	0	1	-			
Bolt rifle	30"	Rapid	Fire 1	4	-1	1	-			
Frag grenade	6"	Grena	de D6	3	0	1	-			
Krak grenade	6"	Grena	de 1	6	-1	D3	-			
ABILITIES	And Tl	ney Shall K	now No Fe	ear (pg 10)			N BEETIN		
FACTION KEYWORDS	IMPE	RIUM, A	DEPTUS	ASTAR	ГЕ S , <0	CHAPT	ER>			
KEYWORDS	INFANTRY, PRIMARIS, INTERCESSOR SQUAD									

A Sweet	IM	IPE	RIA	L S	SPA	CE	MA	RI	NE	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Imperial Space Marine	6"	3+	3+	4	4	4	3	8	3+	
The Imperial Space Marine grenades. Only one of this n						ntegratio	on comb	i-gun, a	disintegration pistol, frag grenades and kra	ak
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	
Disintegration combi-gun		attacking s for this			oon, cho	ose one	or both o	of the p	rofiles below. If you choose both, subtract 1	from al
- Boltgun	24"	Rap	id Fire	l	4	0	1	-		
- Disintegration gun	18"	Rap	id Fire	l	5	-3	D6	-		
Disintegration pistol	9"	Pist	ol 1		5	-3	D6	-		
Frag grenade	6"	Gre	nade De	5	3	0	1	-		
Krak grenade	6"	Gre	enade 1		6	-1	D3	-		
ABILITIES	And Tl	hey Shal	l Know	No Fea	r (pg 10))	14			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ГЕ S , <С	CHAPT	ER>		
KEYWORDS	INFANTRY, CHARACTER, IMPERIAL SPACE MARINE									

30

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		HO	NO	UR	GU.	AR]	D											
NAME	М	WS BS	S	T	W	A	Ld	Sv										
Honour Guard	6"	3+ 3+	4	4	2	2	9	2+										
This unit contains 2 Ho	nour Guard. I	Each model i	s armed	with a bolt	gun, bo	olt pistol	power	xe, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILI	IES										
Boltgun	24"	Rapid Fi	re 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 m	nodel may re	place his	power axe	e with a	power s	word, p	wer lance, power maul or relic blade										
ABILITIES	Honour 3" of thi	 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 withi 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.</chapter> 																
FACTION KEYWORDS	IMPER	RIUM, ADI	EPTUS	ASTART	'ES, <0	СНАРТ	ER>											
KEYWORDS	INFAN	TRY. HON	JOUR	UARD				INFANTRY, HONOUR GUARD										



The Honour Guard take to the field, the Chapter Champion and Chapter Ancient at the forefront of their advance.

		CH	IAP	TE	ER A	N	CIEI	NT					
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Chapter Ancient	6"	3+	3+	4	4	4	3	9	2+				
The Chapter Ancient is your army.	a single mode	el arme	d with a j	power	sword, fra	ag gren	ades and	l krak gi	renades. Only one of this model may be included in				
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES				
Power sword	Melee	Me	lee		User	-3	1	-					
Frag grenade	6"	Gre	nade D6		3	0	1	-					
Krak grenade	6"	Gre	enade 1		6	-1	D3	-					
ABILITIES	Astarte: Leaders friendly last surg	s Bann hip. In <cha ge of str</cha 	er: <cha addition, PTER> A ength be</cha 	APTEI , roll a ANCII fore su	D6 each t E NTS , be	vithin 6 time a < fore rer g to its	CHAP noving t wounds;	FER> IN he mod it can e	v <chapter> ANCIENTS add 1 to their NFANTRY model is destroyed within 6" of any el as a casualty. On a 4+ that model musters one either shoot with one of its weapons as if it were the hase.</chapter>				
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, <0	CHAPT	ER>					
KEYWORDS	CHAR	ACTE	IMPERIUM, ADEPTUS ASTARTES, <chapter> CHARACTER, INFANTRY, ANCIENT, CHAPTER ANCIENT</chapter>										

CHAPTER CHAMPION

HA A

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Chapter Champion	6"	2+	3+	4	4	4	4	9	2+
The Chapter Champion is model may be included in	0		ned with	a boltg	gun, a bol	t pistol	, a powe	r sword,	frag grenades and krak grenades. Only one of this
WEAPON	RANGE	TYP	E		S	AP	0	ABILIT	TIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Boltgun	24"	Rap	id Fire 1		4	0	1	-	
Champion's blade	Melee	Mel	ee		User	-2	1		time the bearer fights, it can make 1 additional k with this weapon.
Power axe	Melee	Mel	ee		+1	-2	1	-	
Power lance	Melee	Mel	ee		+2	-1	1	-	
Power maul	Melee	Mel	ee		+2	-1	1	-	
Power sword	Melee	Mel	ee		User	-3	1	-	
Relic blade	Melee	Mel	ee		+2	-3	D3	-	
Thunder hammer	Melee	Mel	ee		x2	-3	3		n attacking with this weapon, you must subtract 1 the hit roll.
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS		nodel m	ay replac ay replac		U		-		ower lance, power maul, thunder hammer or
ABILITIES	Honou	r or Dea		model	must ma				n if it is able to do so. In addition, you can re-roll ting a CHARACTER .
FACTION KEYWORDS	IMPEI	RIUM,	ADEPT	TUS A	START	ES, <0	CHAPT	ER>	
KEYWORDS	CHAR	ACTE	R, INFA	NTR	Y. CHA	PTER	СНАМ	PION	

15	C	CENTURION ASSAULT SQUAD											
NAME	М	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 Cent armed with siege drills, ty WEAPDN	0		turion a			1	to 3 add	itional	Centurions (Power Rating +15). Each model is				
Flamer	8"		ault D6		4	0 0	1		weapon automatically hits its target.				
Hurricane bolter	24"		oid Fire 6	,	4	0	1	-	in our point automatically into ito tangeti				
Meltagun	12"	Ass	Assault 1		8	-4	D6	two	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.				
Siege drills	Melee	Me	ee		x2	-4	3	-					
WARGEAR OPTIONS			, 1		vo flame enturion			0	a hurricane bolter.				
ABILITIES	Comba start of	t Squad the gam ls may b	l s: Before ie, a Cen	e any m turion	r (pg 10) nodels ar Assault S units, ea	e deploy Squad c							
FACTION KEYWORDS	IMPE	RIUM.	ADEP'	TUS A	START	TES, <0	СНАРТ		e by a unit that includes a Centurion Sergeant.				
KEYWORDS									SQUAD				

Trowst	ST]	ERN	IGI	JAI	RD	VE'	ТЕІ	RAN	N 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+									
Each model is equipped w	ith a specia	al issue l	oltgun,		oistol, fra	ng grena	des and	krak gr										
WEAPON	RANGE	TYP	-		S	AP		ABILI	ITIES									
Bolt pistol	12"	Pist			4	0	1	-										
Heavy flamer	8"		vy D6		5	-1	1	This	is weapon automatically hits its target.									
Special issue boltgun	30"	Rap	id Fire 1		4	-2	1	-										
Frag grenade	6"	Gre	nade D6	5	3	0	1	-										
Krak grenade	6"	Gre	nade 1		6	-1	D3	-										
WARGEAR OPTIONS	Equip • The V • Up to the Sp	 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	Comba	 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	IMPE	RIUM,	ADEP'	TUS A	START	'ES, <0	СНАРТ	'ER>										
KEYWORDS	INFAN	TRY.	STERN	GUAH	RD VET	ERAN	SOUA	D	IMPERIUM, ADEPTUS ASTARTES, <chapter> INFANTRY, STERNGUARD VETERAN SQUAD</chapter>									

		WO									
NAME	М	WS	BS	S 1		W	A	Ld	Sv		
Space Marine Veteran	6"	3+	3+	4 4	1	1	2	8	3+		
Veteran Sergeant	6"	3+	3+	4 4	1	1	3	9	3+		
	0						1		additional Space Marine Veterans (Power Rating +7		
Each model is armed with WEAPON	-		sword, fra						II ITIFE		
Bolt pistol	RANGE 12"	TYPE Pisto	11			AP 0	1	Abili	ILITIES		
Chainsword	Melee	Mele		Us		0	1		ch time the bearer fights, it can make 1 additional ack with this weapon.		
Relic blade	Melee	Mele	e	+	2	-3	D3	-			
Frag grenade	6"	Grer	ade D6	3	3	0	1	-			
Krak grenade	6"	Grer	ade 1	6	5	-1	D3	-			
Melta bomb	4"	Gren	ade 1	8	3	-4	D6		u can re-roll failed wound rolls for this weapon if the get is a VEHICLE .		
WARGEAR OPTIONS	storm • Any S <i>Pistols</i> • One n • The er	shield, a pace Ma or <i>Mele</i> nodel ma ntire uni	relic blac rine Vete e Weapor y take m t may tak	de, or an it ran may re as lists, or elta bomb e jump pa	tem fr eplace with t s. cks (F	com th e his bo wo ite	e <i>Pistols</i> o olt pistol a ms from Rating +	or <i>Mell</i> and ch the <i>Pis</i> 1 for a	insword with two items from the following list: a elee Weapons lists. chainsword with a storm shield and an item from the Pistols and/or Melee Weapons lists. : a 5-strong unit, or +2 for a 10-strong one). If they do the JUMP PACK and FLY keywords.		
ABILITIES	And They Shall Know No Fear (pg 10)Jump Pack Assault: During deployment, if the entiunit 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 un can assault from above – set them up anywhere on the battlefield that is more than 9" away from any enemy models.Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save.Storm Shield: A the provide the storm shield has a 3+ invulnerable save.Storm Shield: A the storm shield the storm shield the storm shield the storm shield										
	has a 3+				DIT	10 0					
FACTION KEYWORDS	IMPE										



Vanguard Veteran Squads strike like a hammer from the heavens, carving through the enemy with matchless skill.

		Ι	ORE	AI)N()U(GHT	Г	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Dreadnought	6"	3+	3+	6	7	8	4	8	3+
A Dreadnought is a single	e model equ	ipped v	vith an a	ssault c	annon, a	a storm	bolter ar	d a Dr	eadnought combat weapon.
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	ITIES
Assault cannon	24"	Hea	ivy 6		6	-1	1	-	
Heavy flamer	8"	Hea	wy D6		5	-1	1	This	sweapon automatically hits its target.
Missile launcher	When a	uttacking	g with th	is weap	on, cho	ose one	of the pr	ofiles b	velow.
- Frag missile	48"	Hea	wy D6		4	0	1	-	
- Krak missile	48"	Hea	wy 1		8	-2	D6	-	
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-	
Twin autocannon	48"	Hea	wy 4		7	-1	2	-	
Dreadnought combat weapon	Melee	Me	lee		x2	-3	3	-	
WARGEAR OPTIONS	• This r twin a	nodel m nutocan	ay repla	ce its D	readnou	ıght con	nbat wea	pon an	n the <i>Dreadnought Heavy Weapons</i> list. d storm bolter with a missile launcher or a
ABILITIES	any wea its smol your op	apons in ke laund ponent	ers: Ond the Sho hers; un must sul s that tai	oting p til your otract 1	hase, thi next Sh from al	is model looting p ll hit roll	a Dé on a	lodes: If this model is reduced to 0 wounds, roll 5 before removing the model from the battlefield 6 it explodes, and each unit within 3" suffers D3 tal wounds.	
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	ΓES, <0	CHAPT	ER>	
KEYWORDS	VEIII	CLED	READ	IOUC	TIT	-			



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

NAME	М	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 e	quippe	d with a	n assaul	t cannoi	n, a stori	n bolter	r and a Dreadnought combat weapon.
WEAPON	RANGE	TYPE			S	AP	0	ABILI	ITIES
Assault cannon	24"	Hea	vy 6		6	-1	1	-	
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	s weapon automatically hits its target.
Missile launcher	When a	ttacking	with th	is weap	on, choo	ose one	of the pr	ofiles be	elow.
- Frag missile	48"	Hea	vy D6		4	0	1	-	
- Krak missile	48"	Hea	vy 1		8	-2	D6	-	
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-	
Twin autocannon	48"	Hea	vy 4		7	-1	2	-	
Dreadnought combat weapon	Melee	Mel	ee		x2	-3	3	-	
WARGEAR OPTIONS	 This n twin a This n 	nodel m utocann nodel m	ay repla ion. ay repla	ce its D ce its sto	readnou orm bolt	ght corr ter with	ibat wea a heavy	pon and flamer.	
ABILITIES	Unyield loses a v	0	on a 6 th					any v its sn	bke Launchers: Once per game, instead of shooting weapons in the Shooting phase, this model can use moke launchers; until your next Shooting phase your onent must subtract 1 from all hit rolls for ranged
	wound				1. 0	wounds			pons that target this vehicle.
	Explode a D6 be on a 6 it mortal	fore rem explode	oving t	he mod	el from t	the battl			
FACTION KEYWORDS	Explod a D6 be on a 6 it	fore rem explode wounds.	oving t es, and o	he mode each uni	el from t it within	the battl 3" suffe	ers D3	ER>	

		I			ÈEM					DAMAGE Some of this model's it suffers damage, as s			nge as
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	WS
Contemptor Dreadnought	*	*	*	7	7	10	4	8	3+ (5++)	6-10+ 3-5	9" 6"	2+ 3+	2+ 3+
A Contemptor Dreadnoug and a Dreadnought comb	0 0	le mod	el equip	ped wit	h a mult	i-melta,	a comb	i-bolter		1-2	4"	4+	4+
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	ITIES				
Combi-bolter	24"	Rap	oid Fire 2	2	4	0	1	-					18
Multi-melta	24"	Hea	avy 1		8	-4	D6	two		s within half range of thi n inflicting damage with			1000
Kheres pattern assault cannon	24"	Hea	avy 6		7	-1	1	-					
Dreadnought combat weapon	Melee	Me	lee		x2	-3	3	-					
WARGEAR OPTIONS	• This n	nodel n	nay repla	ace its n	nulti-me	lta with	a Khere	s patter	n assault	cannon.	1		12
ABILITIES	Atomar	ntic Shi	elding: '	This mo	odel has	a 5+ inv	ulnerab	le save.					
	-				iced to 0 6" suffe				ore remov	ing the model from the	battlefield	; on a 6 it	:
FACTION KEYWORDS	IMPER	RIUM,	ADEP	TUS A	STAR	ΓES, <0	СНАРТ	'ER>					
KEYWORDS	VEHIC	CLE, D	READ	NOUC	GHT, C	ONTE	мрто	R DRE	ADNO	UGHT			7

	I	RO	NCL	AD I	ORE	AD	NO	UGHT
NAME	М	WS	BS :	6 T	W	A	Ld	Sv
Ironclad Dreadnought	6"	3+	3+ 0	58	8	4	8	3+
An Ironclad Dreadnought	is a single	model ec	luipped wi	th a seismi	: hamme	er, a melt	agun, a s	storm bolter and a Dreadnought combat weapon.
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	
Heavy flamer	8"	Heav	y D6	5	-1	1		veapon automatically hits its target.
Hunter-killer missile	48"	Heav	y 1	8	-2	D6		del can only fire each of its hunter-killer missiles per battle.
Hurricane bolter	24"	Rapi	d Fire 6	4	0	1	-	
Meltagun	12"	Assa	ult 1	8	-4	D6	two d	target is within half range of this weapon, roll ice when inflicting damage with it and discard the t result.
Storm bolter	24"	Rapi	d Fire 2	4	0	1	-	
Dreadnought chainfist	Melee	Mele	e	x2	-4	4	-	
Dreadnought combat weapon	Melee	Mele	e	x2	-3	3	-	
Seismic hammer	Melee	Mele	e	x2	-4	5		a attacking with this weapon, you must subtract 1 the hit roll.
WARGEAR OPTIONS	 This m This m This m This m This m This m 	nodel ma nodel ma nodel ma nodel ma nodel ma	y replace it y replace it y replace it y take up t y take iron	s Dreadno s storm bo s meltagur o two hunt clad assaul	ught con lter with with a h er-killer t launche	nbat wea a heavy neavy fla missiles. ers.	pon and flamer. mer.	ght chainfist. storm bolter with a hurricane bolter.
ABILITIES	it is equi Ironclae	ipped wi 1 Assaul	th two mel t Launche r	it rolls of 1 ee weapons rs: If this m ners and fir	s. .odel is e	quipped	any w its sm oppoi	te Launchers: Once per game, instead of shooting reapons in the Shooting phase, this model can use oke launchers; until your next Shooting phase you nent must subtract 1 from all hit rolls for ranged ons that target this vehicle.
	move wi	ithin 1" o		y unit, roll :			Explo a D6 l on a 6	odes: If this model is reduced to 0 wounds, roll before removing the model from the battlefield; 5 it explodes, and each unit within 3" suffers D3 al wounds.
FACTION KEYWORDS	IMPER	RIUM, A	ADEPTU	S ASTAR	TES, <c< td=""><td>CHAPT</td><td>ER></td><td></td></c<>	CHAPT	ER>	
KEYWORDS	VEHIC	TEDI	EADNO	UCUT U	ONOT	AD DI	TIDN	ON OTHER

							QU		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Terminator	5"	3+	3+	4	4	2	2	8	2+ (5++)
Terminator Sergeant	5"	3+	3+	4	4	2	3	9	2+ (5++)
This unit contains 1 Term • The Terminator Sergear • Each Terminator is arm	nt is armed v	with a st	orm bol	ter and	power s		ip to 5 add	ditiona	al Terminators (Power Rating +13).
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES
Storm bolter	24"	Rap	id Fire 2		4	0	1	-	
Chainfist	Melee	Mel	ee		x2	-4	2		n attacking with this weapon, you must subtract 1 the hit roll.
Power fist	Melee	Mel	ee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.
Power sword	Melee	Mel	ee		User	-3	1	-	
	Termi	nator H	eavy We	apons li	st.				e his storm bolter with a weapon from the
ABILITIES	Termin • Any T • The un	nator H erminat hit may	<i>eavy We</i> or may take a te	<i>apons</i> li replace eleport l	st. his powe	er fist wi	ator may ith a chain	nfist. Telep	port Homer: If this unit has a teleport homer, place
ABILITIES	Termia • Any T • The un And Th Combat the start	nator H erminat nit may ey Shal t Squad t of the els may	eavy We or may : take a te Know I s: Before game, a '	<i>apons</i> li replace eleport l No Fea e any m Termin	st. his powe nomer.	er fist wi e deploy ad conta	ith a chain red at aining	Telep it any deplo telepo battle telepo	port Homer: If this unit has a teleport homer, place where in your deployment zone when your army bys. If an enemy model is ever within 9" of the ort homer, it is deactivated and removed from the efield. Whilst there are any friendly <chapter></chapter> ort homers on the battlefield, this unit can perform
ABILITIES	Termin • Any T • The un And Th Combat the start 10 mode 5 model Telepor this unit them or Movemore	nator H erminat hit may ey Shal t Squad t of the g els may s. t Strike t in a tel n the ban ent phas	eavy We or may : take a te know i s: Before game, a ' be split : During eportari tlefield. ses this u	apons li replace eleport l No Fear e any m Termin into two g deploy um cha At the o init can	st. his powe nomer. r (pg 10) odels are ator Squa o units, e yment, yo umber ins end of ar	er fist wi e deploy ad conta each con ou can s stead of ny of you i into ba	ed at aining ataining et up placing ar ttle – set	nfist. Telep it any deplo telepo battle telepo an en phase unit a friend	port Homer: If this unit has a teleport homer, place where in your deployment zone when your army bys. If an enemy model is ever within 9" of the ort homer, it is deactivated and removed from the efield. Whilst there are any friendly <chapter></chapter> ort homers on the battlefield, this unit can perform
ABILITIES	Termin • Any T • The un And Th Combat the start 10 mode 5 model Telepor this unit them or Movemore	nator H erminat nit may ey Shal t Squad t of the g els may s. t Strike t in a tel n the bal ent phas o anywh	eavy We or may take a te Know S: Before game, a be split : During eportari tlefield. ses this u ere on th	apons li replace eleport l No Fear e any m Termin into two g deploy um cha At the o unit can he battl	st. his powe nomer. r (pg 10) odels are ator Squa o units, e yment, you unber inse end of are teleport efield tha	er fist wi e deploy ad conta each con ou can s stead of ny of you i into ba	ed at aining ataining et up placing ar ttle – set	nfist. Telep it any deplo telepo battle telepo an en phase unit a friend home Crux	port Homer: If this unit has a teleport homer, place where in your deployment zone when your army oys. If an enemy model is ever within 9" of the ort homer, it is deactivated and removed from the efield. Whilst there are any friendly <chapter></chapter> ort homers on the battlefield, this unit can perform mergency teleport instead of moving in its Movemen e. At the end of the Movement phase, remove this and then set it up with all models within 6" of a dly <chapter></chapter> teleport homer. That teleport
ABILITIES Faction keywords	Termin • Any T • The un And Th Combat the start 10 mode 5 model Telepor this unit them or Movement them up 9" away	nator H berminat hit may ey Shal t Squad t of the g els may s. t Strike t in a tel n the bat ent phas anywh from ar	eavy We or may take a te Know S: Before game, a be split : During eportari tlefield. ses this u ere on the y enemy	apons li replace eleport l No Fear e any m Termini into two g deploy um cha At the o unit can he battl y mode	st. his powe nomer. r (pg 10) odels are ator Squa o units, e yment, yo mber inse end of ar teleport efield that ls.	er fist wi e deploy ad conta each con ou can s stead of ny of you into ba at is mon	ed at aining ataining et up placing ar ttle – set	nfist. Telep it any deplo telepo battle telepo an en phase unit a friend home Crux	port Homer: If this unit has a teleport homer, place where in your deployment zone when your army bys. If an enemy model is ever within 9" of the ort homer, it is deactivated and removed from the efield. Whilst there are any friendly < CHAPTER > ort homers on the battlefield, this unit can perform nergency teleport instead of moving in its Movemen e. At the end of the Movement phase, remove this and then set it up with all models within 6" of a dly < CHAPTER > teleport homer. That teleport er is then removed from the battlefield. Terminatus: All models in this unit have a 5+

		A	TE ASS		IIN/ LT S	AT SQU	OR JAD)	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Terminator	5"	3+	3+	4	4	2	2	8	2+ (5++)
Terminator Sergeant	5"	3+	3+	4	4	2	3	9	2+ (5++)
		eant an	d 4 Term	ninators	. It can ir	nclude u	up to 5 ad	dition	al Terminators (Power Rating +13). Each model is
armed with two lightning WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	ITIES
Lightning claw	Melee	Me	lee		User	-2	1	mod	can re-roll failed wound rolls for this weapon. If a lel is armed with two lightning claws, each time it ts it can make 1 additional attack with them.
Thunder hammer	Melee	Me	lee		x2	-3	3		en attacking with this weapon, you must subtract 1 1 the hit roll.
WARGEAR OPTIONS			ay repla take a te			ing clav	vs with a t	hunde	er hammer and storm shield.
ABILITIES	And Th	ney Shal	l Know	No Fea	r (pg 10)				m Shield: A model with a storm shield has a 3+ lnerable save.
	at the st contain contain Telepo t	tart of th ing 10 r ing 5 m rt Strike	ne game, nodels n odels. e: During	a Term hay be s g deploy	odels are ninator A plit into yment, yo	ssault S two uni	quad its, each set up	it any deple telep battle	port Homer: If this unit has a teleport homer, place ywhere in your deployment zone when your army oys. If an enemy model is ever within 9" of the port homer, it is deactivated and removed from the efield. Whilst there are any friendly <chapter></chapter>
	them or Movem them u	n the ba ent pha p anywł	ttlefield. ses this u	At the unit can he battl	efield tha	y of yo into ba	ur attle – set	an er phas unit frien	port homers on the battlefield, this unit can perform mergency teleport instead of moving in its Movemen e. At the end of the Movement phase, remove this and then set it up with all models within 6" of a adly <chapter></chapter> teleport homer. That teleport her is then removed from the battlefield.
	Crux T invulne			nodels	in this ur	nit have	a 5+		
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, <0	СНАРТЕ	R>	
KEYWORDS							TOD		LT SQUAD



Clad in impervious Tactical Dreadnought Armour, Terminators Squads are walking tanks armed with devastating weaponry.

	r		CA' RMI	ΓA NA	PHR ATO					
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Cataphractii Terminator	4"	3+	3+	4	4	2	2	8	2+ (4++)	
Cataphractii Sergeant	4"	3+	3+	4	4	2	3	9	2+ (4++)	
This unit contains 1 Cataph Rating +13) . • The Cataphractii Sergean • Each Cataphractii Termir	t is armed	with a med wit	combi-b h a com	olter a	nd power er and po	sword.		lude up	to 5 additional Cataphractii Terminators (Power	
WEAPON	RANGE	TYP			S	AP	D	ABILIT		
Combi-bolter	24"	Rap	oid Fire 2	2	4	0	1	-		
Grenade harness	12"	Ass	ault D6		4	1	1	-		
Heavy flamer	8"	Hea	wy D6		5	-1	1		weapon automatically hits its target.	
Chainfist	Melee	Me	lee		x2	-4	2		n attacking with this weapon, you must subtract 1 the hit roll.	
Lightning claw	Melee	Me	ee		User	-2	1	You can re-roll failed wound rolls for this weapon. model is armed with two lightning claws, each tim fights it can make 1 additional attack with them.		
Power fist	Melee	Me	lee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.	
Power sword	Melee	Me	ee		User	-3	1	-		
WARGEAR OPTIONS	 Any n Any C The C The C 	nodel m Cataphra Cataphra Cataphra	ay repla actii Terr ctii Serg ctii Serg	ce his o minato eant m eant m	combi-bol r may rep ay replace ay take a	lter with lace his e his po grenade	h a lighti s power f ower swo	ning claw ist with rd with s.	a chainfist or a lightning claw. a chainfist, a power fist or a lightning claw.	
ABILITIES	And Th Comba game, a models 5 mode	port Strike: During deployment, you can set up thin n a teleportarium chamber instead of placing them e battlefield. At the end of any of your Movement es this unit can teleport into battle – set them up here on the battlefield that is more than 9" away any enemy models.								
	Cataph 4+ invu of the d model 4									
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	ASTART	'ES, <c< td=""><td>CHAPT</td><td>ER></td><td></td></c<>	CHAPT	ER>		



Only the longest-serving veterans of a Chapter still stride to war in this ancient pattern of Terminator armour.

	-	FE F			ATA ATO			AD	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Tartaros Terminator	6"	3+	3+	4	4	2	2	8	2+ (5++)
Tartaros Sergeant	6"	3+	3+	4	4	2	3	9	2+ (5++)
 The Tartaros Sergeant is Each Tartaros Terminat 	s armed with	h a com with a c	bi-bolter combi-bo	and p	ower swo	ord.	clude up	to 5 add	itional Tartaros Terminators (Power Rating +13)
WEAPON	RANGE	TYP			S	AP	D	ABILIT	IES
Combi-bolter	24"	-	id Fire 2		4	0	1	-	
Grenade harness	12"		ault D6		4	1	1	-	
Heavy flamer	8"		vy D6		5	-1	1		weapon automatically hits its target.
Plasma blaster			·	is weap	oon, choc		of the pr	rofiles be	low.
- Standard	18"	Ass	ault 2		7	-3	1	-	
- Supercharge	18"	Ass	ault 2		8	-3	2		hit roll of 1, the bearer is slain after all of this on's shots have been resolved.
Reaper autocannon	36"	Hea	vy 4		7	-1	1	-	
Volkite charger	15"	Hea	vy 2		5	0	2	-	
Chainfist	Melee	Mel	ee		x2	-4	2		n attacking with this weapon, you must subtract 1 the hit roll.
Lightning claw	Melee	Mel	ee		User	-2	1	mode	an re-roll failed wound rolls for this weapon. If a el is armed with two lightning claws, each time it it can make 1 additional attack with them.
Power fist	Melee	Mel	ee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.
Power sword	Melee	Mel	ee		User	-3	1	-	
WARGEAR OPTIONS	or a re • Any T • The T • Any T • The T • The T	eaper au artaros artaros artaros artaros artaros	tocanno Termina Sergeant Termina Sergeant Sergeant	n. tor ma may re tor ma may re may re	y replace eplace his y replace eplace his eplace his	his combi s combi his pov s power s combi	nbi-bolt -bolter a wer fist v sword v -bolter v	er and powe and powe vith a ch vith a cha vith a pla	r may replace his combi-bolter with a heavy flam ower fist with two lightning claws. er sword with two lightning claws. ainfist. ainfist or a power fist. asma blaster or a volkite charger. de harness.
ABILITIES	Comba the gam models 5 mode Tartaro	t Squad ne, a Tar may be ls. s Armo	s: Before taros Ter split into ur: Mod	e deplo rminate o two u	r (pg 10) yment at or Squad inits, each this unit l	unit i on th phase anyw	Fort Strike: During deployment, you can set up th n a teleportarium chamber instead of placing ther e battlefield. At the end of any of your Movement es this unit can teleport into battle – set them up here on the battlefield that is more than 9" away any enemy models.		
	invulne	rable sa	ve.						
FACTION KEYWORDS	IMPE	MITT	ADEP	FITC 4	START	TC .	TIADT	TD.	

- Surge		A	SS	AU	LT S	SQU	JAI)			
NAME	М	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+		
1		0	1				1	o 5 addit	tional Space Marines (Power Rating +4). Each		
model is armed with a bolt WEAPON	RANGE	unswor TYP	00	renade	s and kral	k grena AP	aes.	ABILI	TIES		
Bolt pistol	12"	Pist			4	0	1	-			
Flamer	8"	Ass	ault D6		4	0	1	This	weapon automatically hits its target.		
Plasma pistol	When a	ttacking	g with th	is wea	pon, choo	se one	of the pr	ofiles be	elow.		
- Standard	12"	Pist	ol 1		7	-3	1	-			
- Supercharge	12"	Pist	ol 1		8	-3	2	On a	hit roll of 1, the bearer is slain.		
Chainsword	Melee	Mel	ee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.		
Eviscerator	Melee	Mel	ee		x2	-4	D3		n attacking with this weapon, you must subtract 1 the hit roll.		
Frag grenade	6"		nade Dé	5	3	0	1	-			
Krak grenade	6"	Gre	nade 1		6	-1	D3	-			
Melta bomb	4"	Gre	nade 1		8	-4	D6		can re-roll failed wound rolls for this weapon if the et is a VEHICLE .		
WARGEAR OPTIONS	 The Si The Si The Si The Si Up to a chair For ev The er 	pace Ma pace Ma pace Ma two Spa nsword. very five ntire un	rine Ser rine Ser rine Ser ace Mari models it may ta	in the jun	may replay may take a may take 1 ay replace unit, one np packs (ce his c a comba melta b their b model Power	hainswo at shield. ombs. olt pistol may rep! Rating -	rd with and cha ace its b 1 for a	n item from the <i>Melee Weapons</i> or <i>Pistols</i> lists. an item from the <i>Melee Weapons</i> list. aainsword with a flamer, or with a plasma pistol and bolt pistol and chainsword with an eviscerator. 5-strong unit, or +2 for a 10-strong one). If they de e JUMP PACK and FLY keywords.		
ABILITIES	And They Shall Know No Fear (pg 10) Jump Pack Assault: During deployment, if the e unit has jump packs, you can set them up high ir the skies instead of placing them on the battlefiel has a 5+ invulnerable save. Combat Shield: A model with a combat shield has a 5+ invulnerable save. Jump Pack Assault: During deployment, if the e unit has jump packs, you can set them up high ir the skies instead of placing them on the battlefiel At the end of any of your Movement phases this can assault from above – set them up anywhere or 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, an Assault Squad containing 10 models may be split into two units, each containing 5 models. enemy models.										
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	ASTART	'ES, <0	СНАРТ	ER>			
				LT SC			-				



Assault Squads relish the frenzy of close combat, where their deadly skills can be put to full use.

A Sweet		IN	ICE	EPT	OR	SQ	UA	D	
NAME	М	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 Ince	ptors and 1	Inceptor	r Sergea	nt. Each	model	is equip	ped with	n two as	sault bolters.
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Assault bolter	18"	Ass	ault 3		5	-1	1	-	
ABILITIES	Crushi on a 6, Meteor battlefie	ng Char the ener ic Desc eld. At t	ny unit s ent: Dui	a D6 ea suffers a ring dep f any of	ach time mortal loymen your M	a mode wound. t, you ca ovemen	in set up t phases	this un this un	finishes a charge move within 1" of an enemy unit; it in high orbit instead of placing it on the it can use a meteoric descent – set it up anywhere odels.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	ΓES, <0	СНАРТ	'ER>	
KEYWORDS	INFAN	TRY,	JUMP	PACK,	мк х	GRAV	IS, PR	IMARI	IS, FLY, INCEPTOR SQUAD

t 5		SCO	UT I	BIKI	E SO	QU	AD					
NAME	М	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+				
	wer Ratin	g +8). Each	model is o	equipped	with a	1		al Scout Bikers (Power Rating + 4) or up to 6 tartes shotgun, a combat knife, frag grenades and				
WEAPON	RANGE	ТҮРЕ		S	AP	D	ABILI	TIES				
Astartes grenade launcher	When at	tacking witl	n this wea	pon, choo	se one	of the pr	ofiles be	elow.				
- Frag grenade	24"	Assault I	06	3	0	1	-					
- Krak grenade	24"	Assault		6	-1	D3	-					
Astartes shotgun	12"	Assault 2	2	4	0	1	If the Stren	e target is within half range, add 1 to this weapon's ligth.				
Bolt pistol	12"	Pistol 1		4	0	1	-					
Twin boltgun	24"	Rapid Fi	re 2	4	0	1	-					
Combat knife	Melee	Melee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.				
Frag grenade	6"	Grenade	D6	3	0	1	-					
Krak grenade	6"	Grenade	1	6	-1	D3	-					
WARGEAR OPTIONS								tem from the <i>Sergeant Equipment</i> list. h with an Astartes grenade launcher.				
ABILITIES	 Up to three Scout Bikers may replace their bike's twin boltgun with an Astartes grenade launcher. 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	IMPER	IUM, AD	EPTUS A	ASTART	'ES, <0	СНАРТ	'ER>					
KEYWORDS	BIKER	, SCOUT,	SCOUT	BIKE SO	DUAD)						

1 6			B	IKE	SQ	UA	D		
NAME	М	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	ТҮРЕ	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"	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	• Any Sp • Up to t • The Att	ace Marine Biker 1 wo Space Marine I ack Bike may repla	nay replace h Bikers may re ace its heavy	nis boli eplace t	t pistol w their bolt	t pistol with an item from the Special Weapons list.						
	 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 											
FACTION KEYWORDS	rolling a dice. IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>											
KEYWORDS	BIKER, BIKE SQUAD											



Space Marine Bikers weave and jink through a hail of fire, outflanking and encircling their helpless prey.

	101210							
T 3	l	ATTA(CK B	IKE	SQ	UA]	D	
NAME	М	WS BS	S	T V	N A	Ld		Sv
Attack Bike	14"	3+ 3+	4	5 4	4 2	7		3+
					•	0		additional Attack Bikes (Power Rating +6). rines armed with bolt pistols, frag grenades and
WEAPON	RANGE	TYPE		S A	P D	AB	ILITIES	
Bolt pistol	12"	Pistol 1		4 () 1	-		
Heavy bolter	36"	Heavy 3		5 -	1 1	-		
Multi-melta	24"	Heavy 1		8 -	4 D6	5 tw		rget is within half range of this weapon, roll when inflicting damage with it and discard the esult.
Twin boltgun	24"	Rapid Fire 2	2	4 () 1	-		
Frag grenade	6"	Grenade De	6	3 () 1	-		
Krak grenade	6"	Grenade 1		6 -	1 D3	- 6		
WARGEAR OPTIONS	• Any m	odel may repla	ice its heavy	bolter w	vith a mu	lti-melta	ι.	
ABILITIES	And The	ey Shall Know	No Fear (p	g 10)		1		
	Turbo-b rolling a		is unit Adv	ances, ad	ld 6" to its	s Move o	charac	teristic for that Movement phase instead of
FACTION KEYWORDS	IMPER	IUM, ADEP	TUS AST	ARTES,	<chai< td=""><td>PTER></td><td></td><td></td></chai<>	PTER>		
KEYWORDS	BIKER	, ATTACK B	IKE SQU.	AD				

5 .5	L	AN	D S	PE	ED	ER	STC	ORN	N			
NAME	М	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 mo	del equi	pped wit	th a hea	vy bolte	er and a	cerberus	launch	er.			
WEAPON	RANGE	TYPE			S	AP	0	ABILI	TIES			
Assault cannon	24"	Hea	vy 6		6	-1	1	-				
Cerberus launcher	18"	Hea	vy D6		4	0	1	-				
Heavy bolter	36"	Hea	vy 3		5	-1	1	-				
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon automatically hits its target.			
Multi-melta	24"	Hea	vy 1		8	-4	D6	two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.			
WARGEAR OPTIONS	• This n	nodel m	ay replac	e its he	avy bol	ter with	a multi-	melta, a	heavy flamer or an assault cannon.			
ABILITIES	BILITIES 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											
TRANSPORT									t within 3" suffers a mortal wound. Y models.			
FACTION KEYWORDS			-				CHAPT					
KEYWORDS									FLY, LAND SPEEDER STORM			

rowet		Ι	AN		SPE	ED	ER	S	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Land Speeder	16"	3+	3+	4	5	6	2	7	3+
This unit contains 1 Land S a heavy bolter.	peeder. It	can incl	ude up	to 2 add	litional I	Land Sp	eeders (l	Power R	Rating +6 per model). Each model is equipped with
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES
Assault cannon	24"	Hea	vy 6		6	-1	1	-	
Heavy bolter	36"	Hea	vy 3		5	-1	1	-	
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon automatically hits its target.
Multi-melta	24"	Hea	vy 1		8	-4	D6	two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.
Typhoon missile launcher	When a	ttacking	, with th	is weap	on, cho	ose one	of the pr	ofiles be	elow.
- Frag missile	48"	Hea	vy 2D6		4	0	1	-	
- Krak missile	48"	Hea	vy 2		8	-2	D6	-	
WARGEAR OPTIONS	• Any n		ay take a						r a heavy flamer. hoon missile launcher, a heavy bolter or
ABILITIES	Anti-gr	av Upw eristic o	ash: Mo f 20", ins	dels in	r (pg 10) this unit 16", wh	have a		wou batt	blodes: If a model in this unit is reduced to 0 ands, roll a D6 before removing it from the lefield. On a 6 it explodes, and each unit within 3" ters a mortal wound.
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	START	TES, <c< td=""><td>CHAPT</td><td>ER></td><td></td></c<>	CHAPT	ER>	
KEYWORDS	VEHIC		VIAN	ID CD	EEDEE		1 - 2 -	-	

				R	HIN	10				DAMAGE Some of this model's it suffers damage, as			inge as
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Rhino	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
A Rhino is a single model	equipped	with a s	torm bol	ter						3-5	6"	4+	D3
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES	1-2	3"	5+	1
Hunter-killer missile	48"	He	avy 1		8	-2	D6	This	weapon	can only be fired once p	er battle.		100
Storm bolter	24"	Raj	oid Fire 2	2	4	0	1	-					83
WARGEAR OPTIONS			nay take nay take				ter.						
ABILITIES	Self-Re	pair: R	oll a D6	at the st	tart of ea	ach of yo	our turn:	s; on a 6,	, this mo	odel regains one lost wou	ınd.		
	its smol	ke laun		til your	next Sh					n the Shooting phase, thi ust subtract 1 from all hi			*
	-									ving it from the battlefiel 6" suffers D3 mortal wo		ore any	
TRANSPORT			transpo R, PRIM						ls. It car	nnot transport JUMP PA	.CK,		
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	ГЕ S , <0	СНАРТ	ER>					36
KEYWORDS	VEHI	OLD T	DANOT	ODT	DITT	~							

9 Power		R	HI	O	PR	IM	AR]	[S		DAMAGE Some of this model's it suffers damage, as s			n
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
Rhino Primaris	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	
A Rhino Primaris is a sin	gle model ec	quipped	with a t	win pla	ısma gun	and an	orbital	array.		3-5	6" 3"	4+ 5+	
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES	1-2	3	5+	
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapor	n can only be fired once p	er battle.		
Orbital array	72"	Hea	wy D3		10	-4	D6	weap beare	on can er. Whe	n can only be fired once p target units that are not v n targeting units with 10 weapon's Type to Heavy I	visible to th or more n	he	
Twin plasma gun	When a	attacking	g with th	is weaµ	pon, cho	ose one	of the p	rofiles b	elow.				
- Standard	24"	Rap	id Fire 2		7	-3	1						
- Supercharge	24"	Rap	id Fire 2		8	-3	2			of 1, the bearer is slain a ots have been resolved.	fter all of t	his	
WARGEAR OPTIONS	• This r	nodel m	ay take a	a hunte	er-killer 1	nissile.							
ABILITIES					tart of ea lost wou		our turns			Hub: In each of your Sho of the following effects:	oting pha	ses,	
	any wea its smol	apons in ke launc	the Sho hers; un	oting p til you	game, ins bhase, thi r next Sh 1 from al	is mode ooting j	l can use phase	frien	dly <ci< td=""><td><i>ta Skull:</i> Add 1 to hit roll HAPTER> unit within 12 l of the phase.</td><td></td><td>0</td><td></td></ci<>	<i>ta Skull:</i> Add 1 to hit roll HAPTER > unit within 12 l of the phase.		0	
	Ũ			U	is vehicle			withi	n 12" of	Choose a single <chap< b=""> f this model. That model</chap<>		HICLE	
	D6 befo	ore remo	oving it f	rom th	uced to 0 le battlefi	ield and	before		vound.				
					ark. On a 5 D3 mor			frien	dly <ci< td=""><td>btract 1 from Morale test IAPTER> units within 1 ext Shooting phase.</td><td></td><td>-</td><td></td></ci<>	btract 1 from Morale test IAPTER > units within 1 ext Shooting phase.		-	
TRANSPORT					CHAPTE		ANTRY	models	s. It can	not transport JUMP PAC	K, PRIM	ARIS,	
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	STAR	ГЕ S , <0	СНАРТ	'ER>	181				
KEYWORDS				ODT	RHIN							1.1.1.1.1.	-

5 Source			RA	AZ(ORF	BAC	CK			DAMAGE Some of this model's it suffers damage, as s			ige a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Razorback	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
A Razorback is a single n	nodel equip	ped with	n a twin	neavy ł	oolter.					3-5	6"	4+	D
WEAPON	RANGE	ТҮР		1	S	AP	D	ABILI	TIES	1-2	3"	5+	1
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	This	weapon	can only be fired once p	er battle.		18
Lascannon	48"	Hea	avy 1		9	-3	D6	-		, ,			12
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-					Ш
Twin assault cannon	24"	Hea	avy 12		6	-1	1	-					P
Twin heavy bolter	36"	Hea	avy 6		5	-1	1	-					B
Twin lascannon	48"	Hea	avy 2		9	-3	D6	-					I.
Twin heavy flamer	8"	Ass	ault 2D6		5	-1	1	This	weapon	automatically hits its tar	rget.		в
Twin plasma gun	When a	ttacking	g with th	is weap	on, cho	ose one	of the pi	ofiles be	elow.				Ľ
- Standard	24"	Rap	oid Fire 2		7	-3	1						II.
- Supercharge	24"	Rap	oid Fire 2		8	-3	2			of 1, the bearer is slain a ts have been resolved.	fter all of t	his	
WARGEAR OPTIONS	lascan • This r	non an nodel m	d twin p	lasma g a hunte	gun. er-killer r		with a t	win lasc	annon, 1	twin assault cannon, twi	n heavy fla	umer or a	
ABILITIES	D6 befo any em	ore remo barked i	oving it f models c	rom th isemba	aced to 0 e battlefi ark. On a D3 mor	eld and 6 it exp	before olodes,	any v its sn oppo	veapons 10ke lau nent mi	chers: Once per game, i in the Shooting phase, t nchers; until your next \$ ist subtract 1 from all hi t target this vehicle.	his model Shooting p	can use hase your	
TRANSPORT			transpo CENTU			R> INF	ANTRY			ot transport JUMP PAC	CK, TERM	INATOR	
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	TES, <c< td=""><td>CHAPT</td><td>'ER></td><td></td><td></td><td>1.5</td><td></td><td></td></c<>	CHAPT	'ER>			1.5		
KEYWORDS		CLE, T							-				-11

5			Ι	ORC)P]	POI	D		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Drop Pod	0"	-	3+	6	6	8	0	8	3+
A Drop Pod is a single m	odel equipp	ed with	a storm	bolter.					
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Deathwind launcher	12"	Ass	ault D6		5	0	1	-	
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-	
WARGEAR OPTIONS	• This r	nodel m	ay repla	ce its st	orm bol	ter with	a death	wind lau	ıncher.
ABILITIES	orbit in a drop j Any mo enemy :	stead of pod assa odels em models.	placing ult – set barked Any mo	it on th it up an inside n odels tha	e battlef nywhere nust imi at canno	field. At on the mediatel ot be set	the end battlefie y disem up becar	of any o ld that is bark, bu use there	odel, along with any units embarked within it, in of your Movement phases this model can perform s more than 9" away from any enemy models. It they must be set up more than 9" away from any e is not enough room are slain.
	embark					or up on	· ine out		
TRANSPORT						ER> IN TURION			ls. It cannot transport JUMP PACK,
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	ΓES, <0	СНАРТ	'ER>	
KEYWORDS	VEHI	CLE, T	RANSI	PORT,	DROP	POD			

1 1 Power			ST IN	OR 'EI	MH RCE	IAV PT	VK OR			DAMAGE Some of this model's it suffers damage, as			nge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
Stormhawk Interceptor	*	6+	*	6	7	10	*	8	3+	6-10+	20-60"	3+	
A Stormhawk Interceptor is		nodel ec	uipped v	vith tw	vo assault	t canno	ns, two he	avy bo	lters	3-5	20-40" 20-25"	4+ 5+	Ι
and an Icarus stormcannon WEAPDN	Range	ТҮРІ			S	AP	0	ABILIT	וונפ	1-2	20-25	51	
Assault cannon	24"		vy 6	-	6	-1	1	AUILI					-1
Heavy bolter	36"	Hea	,		5	-1	1	-					ł
leavy bolter	50	1104	.vy 5		5	-1	1	- Add	1 to all h	nit rolls made for this w	zeapon again	st	T
carus stormcannon	48"	Hea	vy 3		7	-1	2	targe	ts that ca	an FLY. Subtract 1 from on against all other tar	n the hit roll		
Las-talon	24"	Hea	vy 2		9	-3	D6	-					
Skyhammer missile launcher	60"	Hea	vy 3		7	-1	D3	targe	ts that ca	hit rolls made for this w an FLY . Subtract 1 fror on against all other tar	n the hit roll		
Typhoon missile launcher	When a	ttacking	g with thi	s weap	on, choo	ose one	of the pro		-		0		l
- Frag missile	48"	Hea	vy 2D6		4	0	1	-					
- Krak missile	48"	Hea			8	-2	D6	-					
WARGEAR OPTIONS							with a sk on with a			ile launcher or a typho	on missile la	uncher.	
ABILITIES	charged be attac Crash a wounds battlefie	l by unit ked in t a nd Bur s, roll a I eld; on a	s that can he Fight n: If this D6 before	n FLY, phase model remo nes anc	d explode	only at that car ed to 0 model t	tack or	on the far th forwa pivot. chara roll a	e spot uj e model rds. Not When t cteristic dice.	Each time this model n p to 90° (this does not o moves), and then mov te that it cannot pivot a his model Advances, in by 20° until the end of	contribute to ve the model lgain after th ncrease its M f the phase –	how straight e initial love do not	
		im Halo is model		er: You	ı can re-ı	coll save	e rolls of	hit ro Shoot Inter- when	lls for at ting phas ceptor: ` targetin	Your opponent must su tacks that target this m se. You can add 1 to hit ro Ig an enemy in the Sho	nodel in the lls for this m	odel	
FACTION KEYWORDS	IMDE		ADED		CT A DT	TES of		can F	LY.				-
FAGTION NEY WUKUD	IMPE	KIUM.	ADEP	USA	SIAKI	ES, <(СНАРТИ	2K>					



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

1 1 Power	SI	ſOŀ	RMT	ſA]	LON	I G	UNS	SH]	[P	DAMAGE Some of this model's it suffers damage, as	characteris shown belo	tics cha w:	inge a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Stormtalon Gunship	*	6+	*	6	6	10	*	8	3+	6-10+	20-50"	3+	3
A Stormtalon Gunship is a s	single mod	lel equip	oped wit	h a twi	n assault	cannor	n and two	heavy	bolters.	3-5	20-35"	4+	D
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	1-2	20"	5+]
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					-16
Lascannon	48"	Hea	vy 1		9	-3	D6	-					12
Skyhammer missile launcher	60"	Hea	vy 3		7	-1	D3	targe	ts that c	nit rolls made for this w an Fly . Subtract 1 from on against all other targ	the hit rolls		
Twin assault cannon	24"	Hea	vy 12		6	-1	1	-					
Typhoon missile launcher	When a	ttacking	, with th	is weap	oon, choo	ose one	of the pro	files be	elow.				1
- Frag missile	48"	Hea	vy 2D6		4	0	1	-					
- Krak missile	48"	Hea	vy 2		8	-2	D6	-					_8
WARGEAR OPTIONS		nodel m e launch		ce its ty	wo heavy	bolters	with two	lascan	nons, a :	skyhammer missile lauı	ncher or a ty	phoon	
ABILITIES	charged	by unit	s that ca	n FLY ,	charge, c and can by units	only at	tack or	when	0	: You can add 1 to hit rong an enemy in the Shoo			
	it on the how far straight the initi	e spot up the moo forwarc al pivot. e charac	del mov del mov ls. Note When teristic	(this do es), and that it this mo	odel mov oes not co l then m cannot p odel Adva until the	ontribut ove the ivot aga ances, ir	te to model in after	Move Move phase Super	ement ple charact e, and it	fore this model moves hase, you can declare it teristic becomes 20" unt loses the Airborne, Har bilities until the beginni hase.	will hover. It il the end of d to Hit and	the	
		for atta	cks that		nust subt this mod			woun battle	ds, roll : field; or	urn: If this model is red a D6 before removing th a 6 it crashes and explorers D3 mortal wounds.	he model fro		
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, <0	CHAPTE	ER>	7.17				1
KEYWORDS	VEHIC	TEF	V STO	RMT	ALON	GUNS	HIP						



Stormtalons engage their thruster engines to hover above the battlefield before unleashing devastating salvoes at ground targets.

SAL	(7)
	POWER

DEVASTATOR SQUAD

the second s									
NAME	М	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 boltgun, 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	0	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						ith items from the <i>Sergeant Equipment</i> list. with an item from the <i>Heavy Weapons</i> list.
ABILITIES	And The	ey Shall Know No Fo	ear (pg 10))		Armorium Cherub: Once per game, after a model in this unit has fired, an Armorium Cherub can reload
	the start	Squads: Before any of the game, a Deva ls may be split into t s.	stator Squ	ad conta	aining	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.
	you can 3" of its S	Before this unit sho choose one model fr Sergeant; you can ad sen model's weapon	om this u d 1 to hit 1	nit that i olls ma	is within	
FACTION KEYWORDS		IUM, ADEPTUS			CHAPT	ER>
KEYWORDS	INFAN'	TRY, DEVASTAT	OR SOL	AD		



Devastator Squads overwhelm their targets in an earth-shattering barrage of heavy weapons fire.

Power	CE.		UR	SQ	UA		101	AI	U K
NAME	М	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+
armed with two heavy bolter	rs and a l	nurricar	e bolter.						Centurions (Power Rating +17). Each model is
WEAPON	RANGE	TYP	-		S	AP		ABILI	
Centurion missile launcher	36"	Ass	ault D3		8	-2	D3	-	
Grav-cannon and grav-amp	24"	Hea	wy 4		5	-3	1		e target has a Save characteristic of 3+ or better, this on has a Damage characteristic of D3.
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-	
Hurricane bolter	24"	Rap	id Fire 6		4	0	1	-	
Lascannon	48"	Hea	vy 1		9	-3	D6	-	
WARGEAR OPTIONS									n missile launcher. I lascannons, or a grav-cannon and grav-amp.
ABILITIES			l Know l						mator Protocols: Models in this unit do not r the penalty to hit rolls for moving and firing
			s: Before game, a (Heav	y weapons.
		0	odels ma	y be spl	it into t	two unit	s, each		iscope: Enemy units do not receive the benefit to
	contain	ing 3 m	odels.						saving throws for being in cover against attacks e by a unit that includes a Centurion Sergeant.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS AS	STAR	Г Е Ѕ, <С	НАРТ	'ER>	
KEYWORDS	INFAN	TRY	CENTI	IRION	CEN	TURIC	N DEV	ASTA'	TOR SQUAD

NAME N VS ES S I VS A Ld Sv Hellblaster 6" 3+ 3+ 4 4 2 2 7 3+ Hellblaster Sergeant 6" 3+ 3+ 4 4 2 3 8 3+ Hellblaster Sergeant 6" 3+ 4 4 2 3 8 3+ This unit contains 1 Hellblaster Sergeant deragemades. 6" 3+ 4 0 3 8 3+ Bolt pistol 12" Pistol 1 4 0 1 - - Plasma incinerator When attrice with this weapone wit									
NAME	М	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+
	olaster Serge	eant and	l 4 Hellb	lasters.	Each mo	odel is a	rmed wi	th a pla	sma incinerator, a bolt pistol, frag grenades and
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Plasma incinerator	When a	ttacking	g with th	is wear	oon, cho	ose one	of the pr	ofiles b	elow.
- Standard	30"	Rap	oid Fire I		7	-4	1	-	
- Supercharge	30"	Rap	oid Fire I		8	-4	2		
	6"	Gre	nade De	5	3	0	1	-	
Frag grenade		Gre	nade 1		6	-1	D3	-	
00	6"				r (ng 10))			
Krak grenade		ey Shal	l Know	No Fea	1 (pg 10)				
Krak grenade	And Th				- 40		СНАРТ	'ER>	

Ville 7	TH	IUI	ND.	ERI	FIR	E C	AN	INC	DN
NAME	М	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 Thun • The Thunderfire Canno • The Techmarine Gunne	n shoots usi	ng the t	hunder	fire can	non prot	file below		ter and a	a flamer.
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Flamer	8"	11000	ault D6		4	0	1		weapon automatically hits its target.
Plasma cutter	When a	ttacking	g with th	is weap	on, cho	ose one	of the p	rofiles b	elow.
- Standard	12"		ault 1		7	-3	1	-	
- Supercharge	12"	Ass	ault 1		8	-3	2	On a	a hit roll of 1, the bearer is slain.
Thunderfire cannon	60"	Hea	vy 4D3		5	0	1		weapon can target units that are not visible to the g model.
Servo-arm	Melee	Mel	ee		x2	-2	3	each	a servo-arm can only be used to make one attack time this model fights. When a model attacks with weapon, you must subtract 1 from the hit roll.
ABILITIES	And Th Artiller ranged v Gunner cannot o this way no Tech	y: A Th weapon is withi operate in a sin	underfir if a frier n 3". A s multiple gle turn	re Canno ndly <c single To Thund If, at a</c 	on can o HAPTE echmarin erfire Ca ny point	nly fire : R> Tech ne Gunr unnons i , there a	Tech with poin Gun Bles	amarine Gunner: A Thunderfire Cannon and its marine Gunner must be deployed as a single group each model within 3" of the one other. From that t on the Thunderfire Cannon and the Techmarine ner act as separate units. sing of the Omnissiah: At the end of your	
	Cannon from pla	, it imm	Gamer					singl	ement phase a Techmarine Gunner can repair a le <chapter> VEHICLE</chapter> within 1". That model ins D3 lost wounds.
FACTION KEYWORDS	IMPER	RIUM,	ADEP	TUS A	START	TES, <0	CHAPT	'ER>	
KEYWORDS (THUNDERFIRE CANNON)	VEHIC	CLE, A	RTILLI	ERY, T	HUNE	DERFIE	RE CAI	NON	
KEYWORDS (TECHMARINE GUNNER)	CHAR	ACTE	R, INF	ANTR	Y, TEC	HMAR	RINE		



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

W 9			P	RE	DA'	TO	R			DAMAGE Some of this model's it suffers damage, as s			inge a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Predator	*	6+	*	6	7	11	*	8	3+	6-11+	12"	3+	3
A Predator is a single mo	del equippe	ed with a	a Predato	or autoc	annon.					3-5	6"	4+	D3
WEAPON	RANGE	TYP			S	AP	0	ABILI	TIES	1-2	3"	5+	1
Heavy bolter	36"	He	avy 3		5	-1	1	-					-18
Hunter-killer missile	48"	He	avy 1		8	-2	D6	This	weapon	can only be fired once p	er battle.		
Lascannon	48"	He	avy 1		9	-3	D6	-					- 18
Predator autocannon	48"	He	avy 2D3		7	-1	3	-					- 8
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					- 15
Twin lascannon	48"	Hea	avy 2		9	-3	D6	-					
WARGEAR OPTIONS	This iThis i	model n model n	nay repla nay take nay take nay take	two hea a hunte	vy bolte r-killer 1	rs or tw	non with o lascan	a twin l nons.	ascanno	on.			
ABILITIES	its smo	ke launo		til your	next Sh					n the Shooting phase, thi ast subtract 1 from all hi			
	-						s, roll a I ortal wo		e remov	ving the model from the	battlefield	; on a 6 i	t
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	ГЕ S , <0	CHAPT	ER>					
KEYWORDS	VEHI	CLE, P	DEDAT	TOD									

Cower			W	HI	RLV	VIN	JD			DAMAGE Some of this model's it suffers damage, as			nge as
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Whirlwind	*	6+	*	6	7	11	*	8	3+	6-11+	12"	3+	3
A Whirlwind is a single m	nodel equir	pped wit	h a Whi	rlwind	vengean	ce launc	her.		13.0.8	3-5	6"	4+	D3
WEAPON	RANGE	TYP			S	AP	D	ABILIT	IES	1-2	3"	5+	1
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	This	weapon	can only be fired once p	er battle.		- 22
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					- 52
Whirlwind castellan launcher	72"	72" Heavy 2D6 6 0 1 This weapon can target units that are not visible to the firing model.									e to the		
Whirlwind vengeance launcher	72"Heavy 2D6601This weapon can target units that are not visible to the firing model.72"Heavy 2D37-12This weapon can target units that are not visible to the firing model.												
WARGEAR OPTIONS	This	model n	nay repla nay take : nay take :	a hunte	r-killer 1		ance lau	ncher wi	ith a Wł	hirlwind castellan launch	ner.		
ABILITIES	its smo weapor	ke laund 1s that ta	chers; un arget this	til your s vehicle	next Sh e.	ooting j	phase yo	ur oppoi	nent mu	n the Shooting phase, thi 1st subtract 1 from all hi	t rolls for r	anged	
			is model each unit						e remov	ving the model from the	battlefield	; on a 6 it	
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	ΓES, <0	CHAPT	'ER>					
KEYWORDS	VEHI	CLE, V	HIRL	WIND	Carl Set	12.2						1936	

We Rower			VI	ND	IC	AT(DR_			DAMAGE Some of this model's it suffers damage, as s			inge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Vindicator	*	6+	*	6	8	11	*	8	3+	6-11+	10"	3+	3
A Vindicator is a single m	nodel equip	oed witl	n a demo	lisher c	annon.					3-5	5"	4+	D
WEAPON	RANGE	TYP			S	AP	0	ABILI	TIES	1-2	3"	5+	1
Demolisher cannon	24"	Hea	wy D3		10	-3	D6			ing units with 5 or more Type to Heavy D6.	e models, c	hange	
Hunter-killer missile	48"	Hea	wy 1		8	-2	D6	This	weapon	can only be fired once p	er battle.		1
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-					
WARGEAR OPTIONS			ay take a ay take a			nissile.							Contra Co
ABILITIES	its smol weapon Explod	te laund s that ta es: If th	hers; unt urget this is model	il your vehicle is redu	next Sh e. ced to 0	ooting p wound:	phase yo s, roll a I	ur oppo D6 befoi	nent mu	n the Shooting phase, thi ist subtract 1 from all hi ring the model from the	t rolls for r	anged	t
			ach unit										-
FACTION KEYWORDS	IMPE	auм,	ADEPT	US A	STAR	ES, <(HAPI	ER>			1.1.1		
KEYWORDS	VEHIC	CLE. V	INDIC	ATOR									

				Η	JNT	'ER							inge
NAME	M WS BS S I W A Ld Sv er * 6+ * 6 8 11 * 8 3+ Inter is a single model equipped with a skyspear missile launcher. Image: Comparison of the system of the									BS	l		
Hunter	*	6+	*	6	8	11	*	8	3+	6-11+	10"	3+	3
A Hunter is a single model	equipped	with a	kvenea	missile	e launche	or.				3-5	-	4+	D
WEAPON							п	ARILI	TIFS	1-2	3"	5+	1
Hunter-killer missile			_							a can only be fired once p	er battle.		-8
Skyspear missile launcher	60"	Hea	ivy 1		9	-3	D6	targe	ts that o	can FLY. You can re-roll			
Storm bolter	24"	Rap	id Fire	2	4	0	1	-					1
WARGEAR OPTIONS						nissile.							
ABILITIES	its smol weapon Explode	te laund s that ta es: If th	hers; ur urget thi is mode	ntil your s vehicl l is redu	r next Sh e. 1ced to 0	ooting p wound	ohase yo s, roll a l	ur oppo D6 befor	nent m	n the Shooting phase, thi ust subtract 1 from all hi ving the model from the	t rolls for r	anged	t
	-	-			6" suffe								-1
FACTION KEYWORDS	IMPE	UUM,	ADEP	TUS A	STAR	TES, <0	СНАРТ	ER>					-1
KEYWORDS	VEHIC	CLE, H	UNTE	R									

the former				ST	ALK	ER				DAMAGE Some of this model's it suffers damage, as s			nge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	I
Stalker	*	6+	*	6	8	11	*	8	3+	6-11+	10"	3+	3
A Stalker is a single mode	el equipped	with tw	o Icarus	storme	annons.					3-5	5"	4+	D
WEAPON	RANGE	ТҮР			S	AP	0	ABILI	IFS	1-2	3"	5+	
Hunter-killer missile	48"		vy 1		8	-2	 D6			can only be fired once p	er battle.		-1
Icarus stormcannon	48"	Hea	ivy 3		7	-1	2	targe	ts that c	hit rolls made for this we can FLY . Subtract 1 from oon against all other targ	the hit ro		
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-	-				
WARGEAR OPTIONS	This nThis n				r-killer 1 bolter.	nissile.							
ABILITIES	its smol weapon Explod	ke laund s that ta es: If th	hers; un urget this is mode	itil your s vehicle l is redu	next Sh e. aced to 0	ooting j wound	phase yo	ur oppo D6 befor	nent mi	n the Shooting phase, thi ust subtract 1 from all hiv ving the model from the	t rolls for 1	anged	t
													-1
FACTION KEYWORDS	IMPEI	MUM,	ADEP	1 US A	SIAK		лагі	EK>					- 11



By unleashing ceaseless blasts from their skyward-facing Icarus stormcannons, Stalkers can clear the air of enemy fliers.

	ST	ſOŀ	RMI	RAV	/EN	N G	UNS	SH	IP	DAMAGE Some of this model's it suffers damage, as			inge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
Stormraven Gunship	*	6+	*	8	7	14	*	9	3+	8-14+	20-45"	3+	
A Stormraven Gunship is a s and two stormstrike missile			pped wi	th a twir	n assaul	t canno	n, a twin	heavy l	oolter	4-7 1-3	20-30" 20"	4+ 5+	I
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				2
Hurricane bolter	24"	Rap	id Fire 6		4	0	1	-					
Stormstrike missile launcher	72"	Hea	vy 1		8	-3	3	-					
Twin assault cannon	24"	Hea	vy 12		6	-1	1	-					
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					
Twin heavy plasma cannon	When a	ttacking	g with th	is weapo	on, cho	ose one	of the pro	ofiles b	elow.				1
- Standard	36"	Hea	vy 2D3		7	-3	1	-					
- Supercharge	36"	Hea	vy 2D3		8	-3	2			· · · · · · · · · · · · · · · · · · ·			
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-					
Twin multi-melta	24"	Hea	wy 2		8	-4	D6	two o	dice who	en inflicting damage wit			
Typhoon missile launcher	When a	ttacking	g with th	is weapo	on, cho	ose one	of the pro						
- Frag missile	48"			1	4	0	1	-					
- Krak missile	72"Heavy 18-33-24"Heavy 126-11-36"Heavy 65-11-36"Heavy 65-11-6"Heavy 2D37-31-36"Heavy 2D38-32For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.48"Heavy 29-3D6-24"Heavy 28-4D6If 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 weapons, those some some some some some some some s										H		
WARGEAR OPTIONS	This nThis n	nodel m nodel m	ay repla ay take t	ce its tw wo hurr	in heav ricane b	y bolter olters.	with a tv	vin mu	lti-melta	a or a typhoon missile la	uncher.		
ABILITIES	charged be attac Superso it on the	l by unit ked in t onic: Ea e spot uj	s that ca	n FLY , a phase b this moo (this doo	und can y units del mov es not c	only at that car ves, first ontribut	tack or n FLY . pivot te to	Move Move phase Supe	ement p e charac e, and it	hase, you can declare it teristic becomes 20" unt loses the Airborne, Har bilities until the beginni	will hover. It til the end of rd to Hit and	the	
	straight the initi its Mov – do no	forward ial pivot e charac t roll a c	ds. Note . When t tteristic l lice.	that it ca his moc by 20" ui	annot p lel Adva ntil the	ivot aga ances, ir end of t	in after hcrease he phase	roll a and b crash	D6 befo before and les and e	ore removing the model ny embarked models dis explodes, and each unit	from the ba sembark. On	ttlefield a 6 it	1
	 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. 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. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. 												
TRANSPORT	hit rolls for attacks that target this model in the Shooting phase. Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. This model can transport 12 <chapter> INFANTRY models and 1 <chapter> DREADNOUGHT. Each JUMP PACK or TERMINATOR model takes the space of two other infantry models and each CENTURION</chapter></chapter>												
	takes th	e space	of 3 othe	er infant	ry mou	leis. It ca	annot tra	nsport	PKINIA	INIS models.			
FACTION KEYWORDS	takes the space of 3 other infantry models. It cannot transport PRIMARIS models. IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>												

Land Raider $*$ $6+$ $*$ 8 8 16 $*$ 9 $2+$ $9-16+$ $10"$ $3+$ A Land Raider is a single model equipped with a twin heavy bolter and two twin lascannons. $9-16+$ $10"$ $3+$ WEAPONRANGETYPESAPDABILITIESHunter-killer missile $48"$ Heavy 1 8 -2 D6This weapon can only be fired once per battle.Multi-melta $24"$ Heavy 1 8 -4 D6This weapon can only be fired once per battle.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 $-$ WARGEAR OPTIONS \cdot This model may take a hunter-killer missile. \cdot This model may take a storm bolter. $-$												ıge			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	I		
Land Raider	*	6+	*	8	8	16	*	9	2+		10	• •	(
A Land Raider is a single	e model equi	pped w	th a twi	n heavy	bolter a	nd two	twin lase	cannons		0.0	-		Ľ		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-4	3	5+			
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapon	can only be fired once p	er battle.		1		
Multi-melta	24"	Неа	ivy 1		8	-4	D6	two o	lice whe	en inflicting damage witl					
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					J		
,		24" Heavy 1 8 -4 D6 two dice when inflicting damage with it and discard the lowest result. 24" Rapid Fire 2 4 0 1 - 36" Heavy 6 5 -1 1 - 48" Heavy 2 9 -3 D6 - • 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 multi-melta.													
Twin lascannon	48"	Hea	ivy 2		9	-3	D6	-					-1		
WARGEAR OPTIONS	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. 24" Rapid Fire 2 4 0 1 - 36" Heavy 6 5 -1 1 - 48" Heavy 2 9 -3 D6 - • This model may take a hunter-killer missile. • This model may take a storm bolter. - • This model may take a multi-melta. 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														
ABILITIES	D6 befo any emb	AllImageImageImageImage48"Heavy 18-2D6This weapon can only be fired once per battle.24"Heavy 18-4D6If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.24"Rapid Fire 240136"Heavy 65-1148"Heavy 29-3D6• This model may take a hunter-killer missile.•• This model may take a storm bolter.•• This model may take a nulti-melta.Smoke Launchers: Once per game, instead of shooting any embarked models disembark. On a 6 it explodes, 													
		ne penal	ty to hit												
TRANSPORT	takes th	e space		ther me						JUMP PACK or TERMI space of three other mod					
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	res, <c< td=""><td>CHAPT</td><td>'ER></td><td></td><td></td><td></td><td></td><td>1</td></c<>	CHAPT	'ER>					1		
KEYWORDS			RANSP	ODT	TAND							1111	-1		



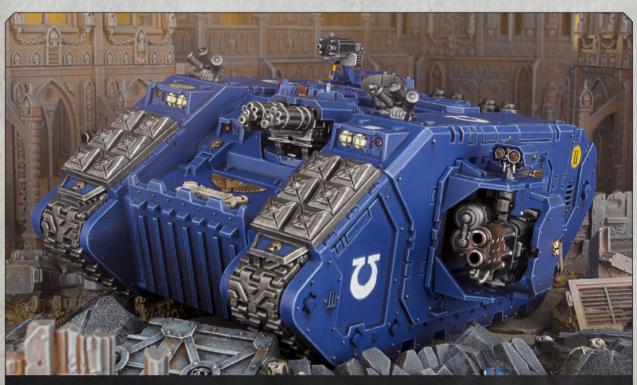
The Land Raider is a mobile fortress, a monstrous armoured behemoth that carries Space Marines to war.

	LA	ND	RA	AID	DER	CR	US.	AD	ER	DAMAGE Some of this model's it suffers damage, as s			nge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	1
Land Raider Crusader	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	
A Land Raider Crusader is hurricane bolters.	s a single m	odel equ	iipped w	vith a tv	win assau	ılt cann	on and t	wo		5-8	5" 3"	4+ 5+	E
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES				1
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapon	can only be fired once p	er battle.		1
Hurricane bolter	24"	Rap	id Fire 6		4	0	1	-					
Multi-melta	24"Heavy 18-4D6If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.24"Rapid Fire 2401-												1000
Storm bolter	lowest result. 24" Rapid Fire 2 4 0 1 -												
Twin assault cannon	24"	Hea	vy 12		6	-1	1	-					
WARGEAR OPTIONS	1												
ABILITIES	any wea its smol your op	ipons in ke launc ponent	the Sho hers; un must sul	oting p til your otract 1	game, ins hase, thi next Sh from al	s model ooting p l hit roll	l can use bhase	suffer Heav	r the per y weapo		ing and fir	ing	
	ranged	weapon	s that tai	get thi	s vehicle	•		-		this model is reduced to moving it from the battle			
	model f	inishes	a charge	move	a D6 eac within 1" D3 morta	of an e	nemy	any e	mbarke	d models disembark. On t within 6" suffers D6 mo	a 6 it exp	lodes,	
TRANSPORT	takes th	e space		ther m	odels and					JUMP PACK or TERMI space of three other mod			
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	TES, <0	CHAPT	ER>					1
KEYWORDS					-				IDED	CRUSADER			-1



The Crusader-pattern Land Raider has an expanded hold, allowing it to transport more warriors to the heart of the battle.

	LA	ND	RA	ID	ER	RE	DE	EM	ER	DAMAGE Some of this model's it suffers damage, as			nge a	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	Remaining W	М	BS	A	
Land Raider Redeemer	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	6	
A Land Raider Redeemer i flamestorm cannons.	s a single n	nodel eq	uipped	with a t	win assa	ult canr	non and t	wo		5-8 1-4	5" 3"	4+ 5+	D6 1	
WEAPON	RANGE	TYPE			S	AP	D	ABILI	ries					
Flamestorm cannon	8"	Hea	vy D6		6	-2	2	This	weapon	automatically hits its ta	rget.		19	
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapon	can only be fired once p	er battle.			
Multi-melta	24" Heavy 1 8 -2 D6 This weapon can only be fired once per battle. 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. 24" Rapid Fire 2 4 0 1 -													
Storm bolter	24" Rapid Fire 2 4 0 1 -									12				
Twin assault cannon	24" Rapid Fire 2 4 0 1 - 24" Heavy 12 6 -1 1 -										12			
WARGEAR OPTIONS														
ABILITIES	any wea its smol	pons in te launcl	the Sho hers; un	oting p til your	hase, thi next Sh	s model ooting p	can use bhase	suffer	the per	Machine Spirit: This m nalty to hit rolls for move ns.				
	 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. 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		e space	of two o	ther me						JUMP PACK or TERM space of three other mod				
FACTION KEYWORDS	IMPE	RIUM,	ADEP	ΓUS A	START	TES, <c< td=""><td>CHAPT</td><td>ER></td><td></td><td></td><td></td><td></td><td></td></c<>	CHAPT	ER>						
KEYWORDS	VEUI	TET	ANCO	ODT	LAND	DAID	ED LAT		IDED	REDEEMER				



The Land Raider Redeemer's fearsome flamestorm cannons scour enemy fortifications in a flesh-melting inferno.

	LA	ND	RA	ID	DER	EX	CE	LSI	OR	DAMAGE Some of this model's o it suffers damage, as s			nge a		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A		
Land Raider Excelsior	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	e		
This unit contains one Land I cannon and grav-amp.	Raider E	xcelsior.	It is equ	ipped	with two	twin la	scannon	s and a	grav-	5-8 1-4	5" 3"	4+ 5+	D		
WEAPON	RANGE	TYPI			S	AP	D	ABILI	TIES						
Combi-plasma	When a hit rolls				oon, choo	ose one	or both	of the p	rofiles be	elow. If you choose both	subtract	l from all			
- Boltgun	24"	Rap	id Fire 1		4	0	1	-					8		
- Plasma gun	24"	Rap	id Fire 1		7	-3	1	firing of th firing	g. If they e weapo g supercl	can be supercharged by v do so, increase the Stree n by 1 this turn. On any harge, the bearer is slain ts have been resolved.	ngth and I hit rolls of	Damage f 1 when	and the second second		
Grav-cannon and grav-amp	24"	24" Heavy 4 48" Heavy 1				-3	1			has a Save characteristic of 3+ or better, this a Damage characteristic of D3.					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6		odel can per batt	only fire each of its hun tle.	ter-killer r	nissiles			
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					- 8		
Twin lascannon	48"	Hea			9	-3	D6	-					_		
WARGEAR OPTIONS	 This n This n	nodel m nodel m	ay take : ay take :	a storm a multi-									and the second se		
ABILITIES		Aegis Fi rable sav		is mode	el has a 5	+				le: You can re-roll hit rol [APTER > units within 6			and a state of the		
	friendly	•	PTER>	Rhinos	el is with Primari			t suffe		Machine Spirit: This m nalty to hit rolls for movi ons.			10000		
	any weapons in the Shooting phase, this model can use D6 be its smoke launchers; until your next Shooting phase any en-									this model is reduced to noving it from the battle d models disembark. On t within 6" suffers D6 mo	field and l a 6 it exp	oefore lodes,			
TRANSPORT	takes th		of two o	ther m	odels and					JUMP PACK or TERMI space of three other mod			a factor of		
FACTION KEYWORDS					START	'ES, <0	СНАРТ	'ER>							
KEYWORDS									ORT I	LAND RAIDER EXC	FISIOR				





ULTRAMARINES

Strategic masterminds and warriors of boundless courage, the Ultramarines are true paragons of what it means to be a Space Marine. At last reunited with their lost Primarch, the legendary tactician Roboute Guilliman, the Chapter will see the enemies of Humanity scoured from the galaxy and the Imperium endure the encroaching darkness at any cost.

The Ultramarines have always been the largest and most exemplary force amongst the Adeptus Astartes. During the days of the Great Crusade, the XIII Legion reclaimed untold worlds in the name of the Emperor, their Primarch Roboute Guilliman inspiring his sons to ever greater feats of bravery and tactical brilliance. Yet for all his might in battle, Guilliman was as much a statesman as he was a warrior. Recognising his gifts for diplomacy and command, the Emperor granted him dominion over the stellar empire of Ultramar, and under the Primarch's guidance this sector was transformed into a beacon of order and civilisation, a glimpse of Mankind's glorious destiny. Ultramar has survived through the carnage of the Horus Heresy, the rebirth of its beloved Primarch and countless xenos invasions, and still stands proud and defiant against the fresh horrors unleashed by the Great Rift.

The Ultramarines rigidly adhere to the tenets of the Codex Astartes that Guilliman himself authored in the wake of the Horus Heresy, codifying the manner in which Space Marines Chapters should prosecute war. Thus, they are often seen as the quintessential fighting Chapter of the Adeptus Astartes. Tactical Squads form the unbreakable backbone of their Battle Companies, advancing with sure precision under the cover of merciless fusillades from fire support units. Around this central core, specialist vehicles and troops are deployed in order to best counter the enemy's tactics. The Ultramarines are peerless masters of battlefield strategy, able to pivot and adjust in the midst of battle with astonishing speed. Where the likes of the Space Wolves revel in their individuality, the Sons of Guilliman prize rigid discipline and order above all. They fight with efficient cohesion, each warrior aware of his place in the order of combat, guided always by the words of the hallowed Codex. There is, after all, no foe that cannot be defeated with the correct battle plan.

Unlike the majority of the Adeptus Astartes, the Ultramarines do not recruit from a single world. They seek neophyte warriors from all across the Realm of Ultramar, and as a result can train new recruits and replace casualties at a far more rapid rate than most of their fellow Chapters. This allows the Ultramarines to simultaneously prosecute many different campaigns across the galaxy, while also dedicating their Reserve Companies to the task of training recruits and defending the borders of their domain. Additionally, in the wake of Roboute Guilliman's miraculous return and the subsequent Ultima Founding, the Chapter finds itself bolstered by the might of Primaris reinforcements.

All of the Ultramarines' martial skill, courage and tactical expertise will be required in the days to come, as the raw corruption of Chaos bleeds out across the galaxy and the legions of the Dark Powers seep forth to defile and destroy. Against the innumerable hostile forces that threaten to tear the Imperium apart, the Sons of Guilliman stand taller than ever before, ready to follow their beloved Primarch into the very fires of damnation.

RESURRECTION OF A PRIMARCH

For a hundred centuries, Roboute Guilliman, Primarch of the Ultramarines and Lord Commander of the Imperium, was held in stasis in a shrine within the Fortress of Hera upon the Chapter's home world of Macragge. Wounded grievously by the traitor Primarch Fulgrim's Chaos-tainted blades, there seemed little hope that the Avenging Son would ever rise from this temporal coma.

Yet the mysterious Aeldari Yvraine, prophet of the newly risen God of the Dead, saw the Ultramarines Primarch's resurrection as part of a grand plan that would see Chaos eternally defeated, her deity ascendant and her race saved from the doom that has long awaited it. Allying with the enigmatic Archmagos Dominus Belisarius Cawl of Mars – who was moving towards the same goal as part of the newly declared Celestinian Crusade – Yvraine and her allies fought their way past the forces of the Dark Powers until they reached Macragge and the Shrine of Guilliman.

The specifics of what followed remain known only to a very few, but in a miracle that shook the Imperium to its core, Guilliman emerged from his throne room, an ancient demigod walking amongst his people once more. The Avenging Son did not indulge himself long in mourning his lost years or the desperate state in which he found his beloved Imperium. Armoured in a suit of regenerative war-plate and wielding his fallen father's flaming sword, Guilliman led the Primaris Marines created by Cawl on a grand campaign across the galaxy. The so-called Indomitus Crusade would mark the first significant Imperial offensive against the forces spilling forth from the Great Rift.





¥ 18	R	ROE	301	JTI	E GU	JIL	LIN	IA N	N
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Roboute Guilliman	8"	2+	2+	6	6	9	6	10	2+ (3++)
Roboute Guilliman is a singl your army.	e model	armed	with the	Emper	or's Swoi	d and tl	ne Hand	l of Dom	ninion. Only one of this model may be included in
WEAPON	RANGE	TYP			S	AP	0	ABILI	TIES
Hand of Dominion (shooting)	24"	Rap	id Fire 3		6	-1	2	-	
The Emperor's Sword	Melee	Mel	ee		+2	-4	3		u roll a wound roll of 6+ for this weapon, it inflicts nortal wounds in addition to its normal damage.
Hand of Dominion (melee)	Melee	Mel	ee		x2	-3	3	-	
	is reduc previou Author Guillim Master Guillim	ed to 0 + s position of the 0 an is yo of Battl an, and	wounds, on and n Codex: I ur Wark e: You c re-roll h	roll a hore th f your ord. an add it rolls	D6. On a aan 1" from army is B 1 to Adv s of 1 and	4+ set h m any en attle-for ance an failed M	nim up a nemies, rged, yo d charge Iorale te	ngain at t with D6 u receive e rolls fo ests for t	e. In addition, the first time Roboute Guilliman the end of the phase, as close as possible to his 5 wounds remaining. e an additional 3 Command Points if Roboute or friendly IMPERIUM units within 12" of Robout these units. for friendly ULTRAMARINES units within 6" of
	Robout	e Guillin	nan.	1000		1		1000	
FACTION KEYWORDS					ASTART				
KEYWORDS	CILAD	ACTE	DMO	TOTTE	D DDIA	ADCI	I DOI	OUTE	EGUILLIMAN



Roboute Guilliman leads the Ultramarines, a living legend and a figure of desperate hope in a darkening galaxy.

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		M	AR]	NE	US	CA	LGA	AR	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Marneus Calgar	5"	2+	2+	4	4	7	5	9	2+ (4++)
Marneus Calgar is a single your army.	model arn	ned witl	n the Ga	untlets	of Ultrai	nar anc	l a relic b	olade. O	nly one MARNEUS CALGAR may be included in
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Gauntlets of Ultramar (shooting)	24"	Rap	id Fire 2	2	4	-1	2	-	
Gauntlets of Ultramar (melee)	Melee	Mel	ee		x2	-3	D3	-	
Relic blade	Melee	Mel	ee		+2	-3	D3	-	
ABILITIES	Armou invulne Marneu Chapte	r of An rable sa is Calga r Maste ndly U I	tilochus ve. In ac r is halv er: You c TRAM	: Marn Idition, ed (rou can re-1	eus Calga all dama inding up coll failed S units v	ar has a ge suffe). l hit rol	ered by ls	recei Calga Telej Marr placi Move battle	ter Tactician: If your army is Battle-forged, you ve an additional 2 Command Points if Marneus ar is your Warlord. port Strike: During deployment, you can set up neus Calgar in a teleportarium chamber instead of ng him on the battlefield. At the end of any of your ement phases Marneus Calgar can teleport into e – set him up anywhere on the battlefield that is e than 9" away from any enemy models.
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	ES, U	LTRAM	IARIN	ES
KEYWORDS	CHAR	ACTE	R, INF.	ANTR	Y, CHA	PTER	MAST	ER, TE	ERMINATOR, MARNEUS CALGAR

H L Lower		MARNEUS CALGAR IN ARTIFICER ARMOUR												
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Marneus Calgar in Artificer Armour	6"	2+	2+	4	4	6	5	9	2+ (4++)					
Marneus Calgar in Artific may be included in your a		is a sin	gle mode	l armed	with th	e Gaun	tlets of U	Jltrama	r and a relic blade. Only one MARNEUS CALGA					
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES					
Gauntlets of Ultramar (shooting)	24"	Rap	id Fire 2		4	-1	2	-						
Gauntlets of Ultramar (melee)	Melee	Me	Melee		x2	-3	D3	-						
Relic blade	Melee	Me	ee		+2	-3	D3	-						
ABILITIES	Chapte	r Maste	l Know l er: You ca	an re-ro	ll any fa	ailed hi		Iron Halo: Marneus Calgar in Artificer Armour has a 4+ invulnerable save.						
	for frier Marneu		TRAMA r.	ARINES	units v	vithin 6	o" of	Master Tactician: If your army is Battle-forged, you receive an additional 2 Command Points if Marneus Calgar is your Warlord.						
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS AS	START	'ES, UI	LTRAN	IARIN	IES					
KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES CHARACTER, INFANTRY, CHAPTER MASTER, MARNEUS CALGAR												

		CA	PTA	AIN S	ICA	RI	US	
NAME	М	WS	BS	S T	W	A	Ld	Sv
Captain Sicarius	6"	2+	2+	4 4	5	4	9	2+(4++)
Captain Sicarius is a single 1 model may be included in y			the Talas	sarian Temp	est Blade	e, a plasn	na pist	tol, frag grenades and krak grenades. Only one of this
WEAPON	RANGE	TYPE		S	AP	D	ABI	ILITIES
Plasma pistol	When a	ttacking	with this	weapon, cho	ose one	of the pr	ofiles	below.
- Standard	12"	Pisto	l 1	7	-3	1	-	
- Supercharge	12"	Pisto	l 1	8	-3	2	On	a hit roll of 1, the bearer is slain.
Talassarian Tempest Blade	Melee	Mele	e	User	-3	D3		y wound rolls of 6+ made for this weapon cause D3 ortal wounds instead of the normal damage.
Frag grenade	6"	Gren	ade D6	3	0	1	-	
Krak grenade	6"	Gren	ade 1	6	-1	D3	-	
ABILITIES	Iron Ha Rites of Battle-f first in t	lo: Capta Battle: Y orged He he Fight	ain Sicari 70u can re e roes: Fri phase, ev	endly ULTR en if they did	nvulnera s of 1 ma AMARI ln't char	ade for U INES Tao ge. If the	LTRA ctical S enem	AMARINES units within 6" of Captain Sicarius. Squads within 6" of Captain Sicarius can always fight 1y has units that have charged, or that have a similar ith the player whose turn is taking place.
FACTION KEYWORDS				JS ASTAR				
KEYWORDS				TRY, CAP				

NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Chief Librarian Tigurius	6"	3+	3+	4	4	4	3	9	3+			
Chief Librarian Tigurius is may be included in your an		nodel arı	ned witl	n the Ro	d of Tiş	gurius, a	a bolt pis	tol, frag	grenades and krak grenades. Only one of this mod			
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES			
Bolt pistol	12"	Piste	ol 1		4	0	1	-				
Rod of Tigurius	Melee	Mel	ee		+3	-1	D3	-				
Frag grenade	6"	Grenade D6		3	0	1	-					
Krak grenade	6"	Gree	nade 1		6	-1	D3	-				
ABILITIES	PSYKE	f Hellfir RS with	e: You ca in 12". Is	ın add 1 n additio	to Den on, you	y the W can re-1	roll failed	l Psychi	ke for Chief Librarian Tigurius against enemy ic tests taken for Chief Librarian Tigurius. rolls for attacks that target Chief Librarian Tigurius			
	Master of Prescience: Your opponent must subtract 1 from hit rolls for attacks that target Chief Librarian Tigurius. 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 <i>Smite</i> power and three psychic powers from the Librarius discipline (pg 10).											
PSYKER					g 10).							
PSYKER FACTION KEYWORDS	from th	e Librar	ius disci	pline (p		'ES, UI	LTRAM	IARIN	ES			

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		CH	IAF	PLA	IN	CA	SSI	US				
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Chaplain Cassius	6"	2+	3+	4	5	4	3	9	3+(4++)			
Chaplain Cassius is a single model may be included in			th Inferi	nus, a b	olt pistol	, a croz	ius arcan	um, fra	g grenades and krak grenades. Only one of this			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Bolt pistol	12"	Pist	ol 1		4	0	1	-				
Infernus			g with th weapor		on, choo	ose one	or both c	of the p	rofiles below. If you choose both, subtract 1 from al			
- Flamer	8"	Ass	ault D6		4	0	1	This	weapon automatically hits its target.			
- Master-crafted boltgun	24"	Rap	id Fire I	l	4	-1	2	-				
Crozius arcanum	Melee				+1	-1	2	-				
Frag grenade	6"	Gre	nade De	5	3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
ABILITIES					r (pg 10) s a 4+ in		ıble save.	Fight	nies of Hate: You can re-roll failed hit rolls in the t phase for friendly ULTRAMARINES units withir Chaplain Cassius.			
	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.											
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	ES, U	LTRAM	ARIN	ES			
KEYWORDS	CHAR	ACTE	R, INF.	ANTR	Y, CHA	PLAI	N, CASS	SIUS				

5 5 Fower		SE	RG	EA	NT				
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Sergeant Telion	7"	3+	2+	4	4	4	2	8	4+
Sergeant Telion is a sin your army.	gle model arm	ned with	Quietu	s, a bolt	pistol, f	rag grer	nades and	l krak gi	renades. Only one of this model may be included i
WEAPON	RANGE	TYP	E		S	AP	0	ABILIT	TIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Quietus	36"	Pistol 1 Heavy 2			4	-1	D3		n Sergeant Telion fires this weapon he may target an y CHARACTER even if it is not the closest enemy uni
Frag grenade	6"	Gre	nade De	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
ABILITIES	phases,	of Expension you can ULTR	ience: I n add 1 t AMAR I	n each to all hi	of your s t rolls m	Shootin ade for	deplo that is Came Serge	rator: When you set up Sergeant Telion during oyment, he can set up anywhere on the battlefield s more than 9" from the enemy deployment zone. o Cloak: You can add 2 to saving throws made for ant Telion when he receives the benefits of cover, ad of 1.	
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	STAR	TES, UI	LTRAM	ARIN	ES
KEYWORDS	CHAR	ACTE	R, INF.	ANTR	Y, SCO	UT, TH	ELION		

	S	SER	GE	AN	T C	CHI	RON	JUS	5					
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Sergeant Chronus (Tank Commander)	As vel	hicle	2+			As vehicle								
Sergeant Chronus (Infantry)	6"	3+	2+	4	4	4	2	8	3+					
									alker, Land Raider, Land Raider Crusader or Land nly include one Sergeant Chronus.					
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	ITIES					
Bolt pistol	12"	Pist	ol 1		4	0	1	-						
Servo-arm	Melee	Mel	Pistol 1 Melee		x2	-2	3	each	n servo-arm can only be used to make one attack time this model fights. When a model attacks with weapon, you must subtract 1 from the hit roll.					
Frag grenade	6"	Gre	Grenade D6		3	0	1	-						
Krak grenade	6"	Gre	nade 1		6	-1	D3	-						
ABILITIES	Tank C comma with the	ommar nding the except	nder: Sen he vehic tion of it	rgeant (le, use f s Ballis	that vehi tic Skill	always cle's no – use S	rmal pro ergeant (ofile, we Chronu	ne commanding a vehicle (see above). Whilst eapons, abilities, keywords and characteristics, is' Ballistic Skill of 2+ when firing with the vehicle					
	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 survive 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.													
FAGTION KEYWORDS	has suff If Serge: from th Sergean servo-an	ant Chr le battlef lt Chron rm, and	field. He us then frag and	is treat uses th l krak g	s been ro ed as a p e Infantr renades.	educed assenge y profil	to 0 wou er disemt	nds, se barking and the	from a destroyed transport. Assuming he survives, keywords below. He is equipped with a bolt pistol,					

5) 5	-			TRT					CD ANO
fower			KA N			VA	KV.	EL	ERANS
NAME	М	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 Vetera Each model is equipped w									dditional Tyrannic War Veterans (Power Rating +6) enades.
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Special issue boltgun	30"	Rap	id Fire 1		4	-2	1	-	
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
ABILITIES	Comba contain	t Squad ing 10 r the Fal	ls: Before nodels m len 1st: ⁻	e any n nay be s	split into	e deploy two uni	its, each	contain	of the game, a unit of Tyrannic War Veterans ning 5 models. Ils for attacks made by this unit that
FACTION KEYWORDS				TUS A	STAR	TES, UI	TRAM	IARIN	IES
KEYWORDS	INFAN	TRY,	TYRAN	INIC	WAR V	ETER	ANS		

¥ 30		T	ERN	ЛI	DAMAGE Some of this model's characteristics change it suffers damage, as shown below:								
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
Terminus Ultra	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	
A Terminus Ultra is a sin	gle model eq	uipped	with thr	ee twir	n lascann	ions and	l two lasc	annons		5-8 1-4	5" 3"	4+ 5+	
WEAPON	RANGE	TYP	E		S	AP	0	ABILIT	TIES	1-4		5+	
Hunter-killer missile	48"	Hea	wy 1		8	-2	D6	This	weapon	can only be fired once p	per battle.		
Lascannon	48"	Hea	wy 1		9	-3	D6	-					
Multi-melta	24"	····,						two d		is within half range of th en inflicting damage wit			
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-					
Twin lascannon	48"	Hea	avy 2		9	-3	D6	-					
WARGEAR OPTIONS	• This n	nodel m	ay take a ay take a ay take a	a storm		nissile.							
ABILITIES	any wea its smol your op	ipons in ke launc ponent	the Sho chers; un must su	oting p til your otract 1	hase, thi next Sh from al	is model ooting p l hit roll							
	Power of suffer the	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.								this model is reduced to ore removing it from the es, and each unit within ds.	battlefield	l; on	
FACTION KEYWORDS	IMPEI	RIUM,	ADEP'	TUS A	STAR	res, ui	LTRAM	ARIN	ES		3		
KEYWORDS					R, TER								

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 unshakeable 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 throneworld.

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



		CA	PT.	AIN	I L I	ZSA	ND	ER	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Captain Lysander	5"	2+	2+	4	4	6	4	9	2+ (3++)
Captain Lysander is a si	ngle model a	rmed w	ith the F	ist of D	orn. On	y one o	f this mo	odel may	y be included in your army.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Fist of Dorn	Melee	Me	lee		+6	-3	3	-	
	Lysande	er.							IMPERIAL FISTS units within 6" of Captain
									ysander in a teleportarium chamber instead of
	placing battle –	him on set him	the batt up any	tlefield. where o	At the er n the ba	nd of an ttlefield	y of you that is n	r Moven nore tha	nent phases Captain Lysander can teleport into n 9" away from any enemy models.
FACTION KEYWORDS	placing battle – Icon of	him on set him Obstin	the batt up any acy: Ad	tlefield. where o d 1 to th	At the er n the ba	nd of an ttlefield rship of	y of you that is r all frien	r Moven nore tha adly IMI	nent phases Captain Lysander can teleport into n 9" away from any enemy models. PERIAL FISTS units within 6" of Captain Lysander



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 campaign 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.

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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

A Power			'ED	RC) K A	AN.		Κ				
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Pedro Kantor	6"	2+	2+	4	4	6	4	9	2+ (4++)			
Pedro Kantor is a single in your army.	model arme	d with I	Dorn's A	rrow, a	power fi	st, frag g	grenades	and kr	rak grenades. Only one of this model may be include			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES			
Dorn's Arrow	24"	Ass	ault 4		4	-1	1	-				
Power fist	Melee	Me	lee		x2	-3	D3		en attacking with this weapon, you must subtract 1 n the hit roll.			
Frag grenade	6"	Gre	enade De	5	3	0	1	-				
Krak grenade	6"	Gre	enade 1		6	-1	D3	-				
ABILITIES	Iron Ha Chapte	alo: Ped r Maste f Rynn:	ro Kanto er: You c All frier	or has a an re-ro		lnerable iled hit	rolls for		y CRIMSON FISTS units within 6" of Pedro Kanto o their Attacks characteristic whilst they are within			
FACTION KEYWORDS	0 0110	uro rua		THE	STADT		DIMEO	N EIC'	TS			
	IMPERIUM, ADEPTUS ASTARTES, CRIMSON FISTS											



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



9 Power	H	IGH	MA	RSH	[AL	, HE	ELB]	RECHT
NAME	М	WS B	IS S	T	W	A	Ld	Sv
High Marshal Helbrecht	6"	2+ 2	2+ 4	4	6	4	9	2+ (4++)
High Marshal Helbrecht is one of this model may be				Sword of t	he High	n Marsha	ls, a com	bi-melta, frag grenades and krak grenades. Only
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	IES
Combi-melta		ttacking wi for this we		apon, choo	ose one	or both	of the pro	ofiles below. If you choose both, subtract 1 from all
- Boltgun	24"	Rapid I	Fire 1	4	0	1	-	
- Meltagun	12"	Assault	: 1	8	-4	D6	two d	target is within half range of this weapon, roll ice when inflicting damage with it and discard the t result.
Sword of the High Marshals	Melee	Melee		+1	-3	D3		echt can make D3 additional attacks with this on if he charged in his turn.
Frag grenade	6"	Grenad	le D6	3	0	1	-	-
Krak grenade	6"	Grenad	le 1	6	-1	D3	-	
ABILITIES	Chapter friendly	ey Shall Kı Master: Y BLACK T	ou can re- EMPLAR	roll any fa	iled hit		mode	de of Wrath: All friendly BLACK TEMPLARS Is add 1 to their Strength characteristic whilst they thin 6" of High Marshal Helbrecht.
	Marshal	Helbrecht	•					Halo: High Marshal Helbrecht has a 4+ nerable save.
FACTION KEYWORDS	IMPER	RIUM, AI	DEPTUS	ASTART	ES, BI	LACK T	EMPL	ARS
KEYWORDS	CHAR	ACTER,	INFANT	RY, CHA	PTER	MAST	ER, HIG	GH MARSHAL HELBRECHT

e 6	T	'HE	EMI	PERO	R'S	S CH	IAN	APION				
NAME	М	WS	BS S	ΙT	W	A	Ld	Sv				
The Emperor's Champion	6"	2+	3 + 4	4	4	4	8	2+ (4++)				
The Emperor's Champion is may be included in your arr		nodel ari	med with a	Black Sword	l, a bolt	pistol, fr	ag gren	ades and krak grenades. Only one of this model				
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	IES				
Bolt pistol	12"	Pisto	l 1	4	0	1	-					
Black Sword	Melee	Mele	e	+2	-3	D3	with t	an re-roll any failed wound rolls when attacking his weapon if the target is a CHARACTER or a STER .				
Frag grenade	6"	Gren	ade D6	3	0	1	-					
Krak grenade	6"	Gren	ade 1	6	-1	D3	-					
ABILITIES	And They Shall Know No Fear (pg 10) Slayer of Champions: You can re-roll any failed hit re made for this model in the Fight phase when attackin 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. Slayer of Champions: You can re-roll any failed hit re made for this model in the Fight phase when attackin enemy CHARACTERS. Armour of Faith: The Emperor's Champion has a 4+ invulnerable save. Armour of Faith: The Emperor's Champion has a 4+ invulnerable save.											
FACTION KEYWORDS	IMPER	RIUM, A	ADEPTU	S ASTART	ES, BL	ACKT	EMPL	ARS				
KEYWORDS	CHAR	ACTER	, INFAN	rry, empi	EROR	S CHAI	MPION	N				

Power	C	HA	PL	AIN	Gł		IAL		5
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Chaplain Grimaldus	6"	2+	3+	4	4	4	3	9	3+ (4++)
Chaplain Grimaldus is a s may be included in your a		l armed	with a c	rozius ar	canum,	plasma	a pistol, fr	ag grer	nades and krak grenades. Only one of this model
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Plasma pistol	When a	attacking	g with th	is weapo	on, choo	se one	of the pro	files be	elow.
- Standard	12"	Pist	ol 1		7	-3	1	-	
- Supercharge	12"	Pist	ol 1		8	-3	2	On a	hit roll of 1, the bearer is slain.
Crozius arcanum	Melee	Mel	ee		+1	-1	2	-	
Frag grenade	6"	Gre	nade De	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
ABILITIES				No Fear an re-rol			rolls in	Rosa save.	rius: Chaplain Grimaldus has a 4+ invulnerable
	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.								natched Zeal: If you roll a hit roll of 6+ in the Figh e for a friendly BLACK TEMPLARS unit within Chaplain Grimaldus, you can immediately make
	that are	within 6	" of Cha	endly BL plain Gri ship inst	maldus	in the N	addit	tional attack with that model. These bonus attacks of themselves generate further bonus attacks.	
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS AS	START	ES, BI	LACK T	EMPL	ARS
KEYWORDS							N, GRIM		

	C	CEN	OB	ΥT	E S	ER	VIT	OR	S				
NAME	М	M WS		S	T	W	A	Ld	Sv				
Cenobyte Servitor	5"	5" 5+ 5+ 3 3 1 1 6 4+											
This unit contains 3 Cenol included in your army.	oyte Servito	ors. Each	n model :	is arme	d with a	close co	ombat we	apon. C	Only one unit of Cenobyte Servitors may be				
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES				
Close combat weapon	Melee	Me	lee		User	0	1	-					
ABILITIES	Skill to	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	IMPE	RIUM,	ADEP	TUS A	START	'ES, BI	LACK T	EMPL	ARS				
KEYWORDS INFANTRY, SERVITORS, CENOBYTE SERVITORS													

	CRUSADER SQUAD													
NAME	М	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	ТҮРЕ	S	AP	0	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	Telee Melee User 0 1 Each time the bearer fights, it can ma 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	-					
WARGEAR OPTIONS	 Any In One In One In power 	itiate may replace h itiate may replace h itiate may replace h maul or power fist.	is boltgun v is boltgun v is boltgun v	vith a c vith an vith an	hainswor item from item from	gun with items from the <i>Sergeant Equipment</i> list. rd. m the <i>Special Weapons</i> list. m the <i>Heavy Weapons</i> list, or a power sword, power axe, tes shotgun or a combat knife.					
ABILITIES		y Shall Know No F									
FACTION KEYWORDS	IMPER	IUM, ADEPTUS	ASTART	ES, BI	ACK T	EMPLARS					



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 T'au 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



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NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Kayvaan Shrike	12"	2+	2+	4	4	5	5	9	3+ (4++)		
Kayvaan Shrike is a sing included in your army.	gle model arm	ed with	the Rav	ren's Ta	lons, a bo	olt pisto	l, frag gr	enades	and krak grenades. Only one of this model may be		
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	ITIES		
Bolt pistol	12"	Pist	ol 1		4	0	1	-			
Raven's Talons	Melee	Mel	ee		User	-3	D3	You	can re-roll failed wound rolls for this weapon.		
Frag grenade	6"	Gre	nade D6	, ,	3	0	1	-			
Krak grenade	6"	Gre	nade 1		6	-1	D3	-			
ABILITIES	Chapter	Maste	r: You ca VEN GU	an re-r	nr (pg 10) oll failed i units with	hit rolls		Kay on the phase battle	up Pack Assault: During deployment, you may set u vaan Shrike high in the skies instead of placing him he battlefield. At the end of any of your Movement ses, he can make a sudden assault to arrive on the lefield; set him up anywhere that is more than 9" n any enemy models.		
	Winged Deliverance: You can re-roll failed charge rolls for friendly RAVEN GUARD JUMP PACK units Iron Halo: Kayvaan Shrike has a 4+ invulnerable sa within 6" of Kayvaan Shrike.										
FACTION KEYWORDS	IMDEE	IIIM	ADED	THE	START	ES D	VENC	TIAD	D		



Chapter Master Kayvaan Shrike is a legendary figure – a hero to the Imperium and a harbinger of swift death to its 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 Salamanders 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 high points in the Imperium's military history. Every Salamander is trained in the ways of the smith, the better to create and maintain 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 Kesare'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 torn from the usurpers who claimed them and reunited with their rightful owners.



B B		V	UL	KA	N H	IE'S	STA	N	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Vulkan He'stan	6"	2+	2+	4	4	5	4	9	2+ (3++)
one of this model may be	included in	your a	rmy.	intlet o	12.2				a bolt pistol, frag grenades and krak grenades. Only
WEAPON	RANGE	TYP	-		S	AP	0	ABILI	liks
Bolt pistol	12"	Pist			4	0	1	-	
Gauntlet of the Forge	8"		ault D6		5	-1	1	This	weapon automatically hits its target.
Spear of Vulkan	Melee	Me	lee		+2	-2	D3	-	
Frag grenade	6"	Gre	enade De	5	3	0	1	-	
Krak grenade	6"	Gre	enade 1		6	-1	D3	-	
ABILITIES	Rites of for frien Vulkan	Battle: adly SA He'stan Mantl	: You car LAMAN e: Vulka	n re-rol VDERS	r (pg 10) l hit rolls units wi an has a	of 1 ma thin 6" o		for fr Vulk For t weap (e.g. is an 'flam flam	gefather: You can re-roll failed hit and wound rolls riendly SALAMANDERS models within 6" of can He'stan that are firing melta or flame weapons. the purposes of this ability, a melta weapon is any pon profile whose name includes the word 'melta' meltagun, multi-melta etc.) and a flame weapon y weapon profile whose name includes the word the' (e.g. flamer, heavy flamer, flamestorm cannon, estorm gauntlet etc.). Vulkan He'stan's Gauntlet of Forge is also a flame weapon.
FACTION KEYWORDS	IMPEF	RIUM,	ADEP	TUS A	STAR	TES, SA	LAMA	NDE	RS
KEYWORDS	CHAR	ACTE	R, INF.	ANTR	Y, CAP	TAIN,	VULK	AN HI	E'STAN



Forgefather Vulkan He'stan has scorched 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 ceramite is emblazoned with stylised scars that echo those carved into their flesh upon inception. When they remove their helms 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 cower 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



Power	KOR'SARRO KHAN													
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Kor'sarro Khan	6"	2+	2+	4	4	5	4	9	3+ (4++)					
Kor'sarro Khan is a sing included in your army.	le model arm	ed with	Moonfa	ing, a b	olt pistol,	, frag gi	renades a	and kral	k grenades. Only one KOR'SARRO KHAN may be					
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Bolt pistol	12"	Pist	ol 1		4	0	1	-						
Moonfang	Melee	Me	Melee			-3	D3		weapon has Strength x2 if the target is IARACTER.					
Frag grenade	6"	Gre	nade D6	i	3	0	1	-						
Krak grenade	6"	Gre	nade 1		6	-1	D3	-						
ABILITIES	Rites of	Battle:	You can HITE SC	re-rol	r (pg 10) l hit rolls nits with			WHI they	the Khan!: Add 1 to the Strength of friendly ITE SCARS units within 6" of Kor'sarro Khan when attack in the Fight phase if they charged that turn. Halo: Kor'sarro Khan has a 4+ invulnerable save.					
FACTION KEYWORDS	IMPER	RIUM,	ADEP'	TUS A	START	ES, W	HITES	CARS						
		,												

		K			RR(N				
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Kor'sarro Khan on Moondrakkan	14"	2+	2+	4	5	6	4	9	3+ (4++)			
Kor'sarro Khan on Moon Moondrakkan, is equippe									g grenades and krak grenades. His Space Marine bike cluded in your army.			
WEAPONS	RANGE	TYP	E		S	AP	0	ABIL	ITIES			
Bolt pistol	12"	Pist	ol 1		4	0	1	-				
Twin boltgun	24"	Rap	oid Fire 2		4	0	1	-				
Moonfang	Melee	Me	lee		User	-3	D3		s weapon has Strength x2 if the target is HARACTER .			
Frag grenade	6"	Gre	nade D6		3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
ABILITIES	Rites of	Battle:	You can HITE SC	re-rol	ur (pg 10) l hit rolls units with	of 1 ma		WH they	the Khan!: Add 1 to the Strength of friendly ITTE SCARS units within 6" of Kor'sarro Khan wher attack in the Fight phase if they charged that turn. 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	IMPE	RIUM,	ADEP'	TUS A	START	'ES, W	HITE S	SCAR	8			
KEYWORDS	BIKER	, CHA	RACT	ER, C	APTAIN	, KOI	R'SARF	O KH	IAN			

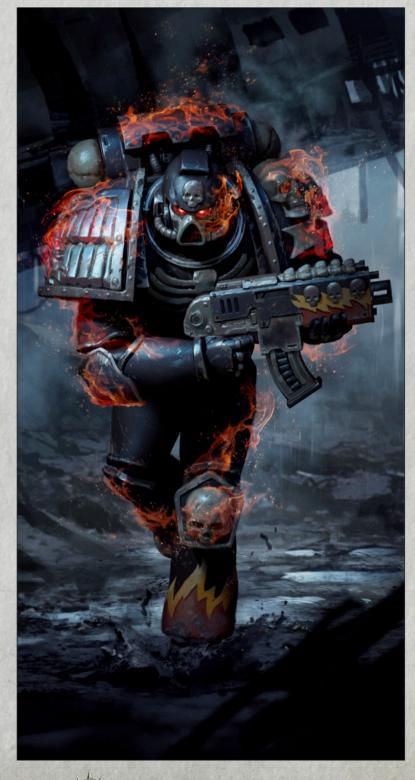
LEGION OF THE DAMNED

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 uncounted 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 wraith-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.



40wet	DA	AM.	NEI) L	EG		NNA	AIR	ES					
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Legionnaire	5"	3+	3+	4	4	1	2	10	3+ (3++)					
Legionnaire Sergeant	5"	3+	3+	4	4	1	3	10	3+ (3++)					
						include	up to 5 a	ddition	al Legionnaires (Power Rating +7). Each model is					
armed with a boltgun, bol WEAPON	RANGE	grenac TYP		rak gre	snades.	AP	D	ABILI	TIFS					
Bolt pistol	12"	Pist			4	0	1	-						
Boltgun	24"		oid Fire 1		4	0	1	_						
Flamer	8"	-	ault D6		4	0	1	This weapon automatically hits its target. This weapon automatically hits its target.						
Heavy flamer	8"		ivy D6		5	-1	1							
Meltagun	12"	12" Assault 1				-4	D6	If the two c	e target is within half range of this weapon, roll lice when inflicting damage with it and discard the st result.					
Multi-melta	24"	Hea	ivy 1		8	-4	D6	two d	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.					
Plasma gun	When a	ittacking	g with th	is weap	oon, choo	ose one	of the pi	ofiles be	elow.					
- Standard	24"	Rap	oid Fire 1		7	-3	1	-						
- Supercharge	24"	Rap	oid Fire 1		8	-3	2	hit roll of 1, the bearer is slain after all of this on's shots have been resolved.						
Plasma pistol	When a	ttacking	g with th	is wear	oon, choo	ose one	of the pi	ofiles be	elow.					
- Standard	12"	Pistol 1			7	-3	1	-						
- Supercharge	12"	Pist	ol 1		8	-3	2	On a	hit roll of 1, the bearer is slain.					
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-						
Chainsword	Melee	Mel	lee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.					
Power axe	Melee	Mel	lee		+1	-2	1	-						
Power fist	Melee	Mel	lee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.					
Power maul	Melee	Mel	lee		+2	-1	1	-						
Power sword	Melee	Mel	lee		User	-3	1	-						
Frag grenade	6"	Gre	nade D6		3	0	1	-						
Krak grenade	6"	Gre	nade 1		6	-1	D3	-						
WARGEAR OPTIONS	• One I • The L power	egionna egionna maul.	aire may ire Serge	replace ant ma	e his bolt ay replace	gun wi e his bo	h a heav ltgun wi	y flamer th a chai	agun or plasma gun. r or multi-melta. insword, power fist, power axe, power sword or lasma pistol or storm bolter.					
ABILITIES	 The Legionnaire Sergeant may replace his bolt pistol with a plasma pistol or storm bolter. 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 targ by shooting attacks made by this unit. 													
	Unyield				els in thi	s unit h	ave a 3+		rable save.					
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, LEGION OF THE DAMNED													

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 fugue 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 turbocharged 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 descendent 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 Librarius 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 ¹ (pg 23)
- Company Champion¹ (pg 24)
- Company Veterans¹ (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 Lieutenants (pg 22) Razorback (pg 48)

Primaris Ancient (pg 24)

- Rhino (pg 46)
- Rhino Primaris (pg 47)
- Sanguinary Novitiate use the Apothecary ¹ 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 ¹ (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)

¹ 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.

89

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

Blood Boil

1 Blood Boil 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.

Shield of Sanguinius

2 Shield of Sanguinius has a warp charge value of 6. If manifested, select a friendly BLOOD ANGELS unit within 12" of the psyker. Until the start of your next Psychic phase, that unit has a 4+ invulnerable save.

Unleash Rage

3 *Unleash Rage* has a warp charge value of 6. If manifested, select a friendly **BLOOD ANGELS** 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 bloodlust 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.

	(COI	MM	AN	ID E	ERI	DAN	NTH	Ε			
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Commander Dante	12"	2+	2+	4	4	6	6	9	2+ (4++)			
	0	armed	with the	Axe M	ortalis, a	ın inferr	no pistol	, frag gr	renades and krak grenades. Only one of this model			
may be included in your WEAPON	army. RANGE	TYP	E		S	AP	D	ABILI	ITIES			
Inferno pistol	6"	Pist	ol 1		8	-4	D6	two o	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the est result.			
The Axe Mortalis	Melee	Mel	ee		+2	-3	D3		can re-roll failed wound rolls for this weapon if the et is a CHARACTER .			
Frag grenade	6"	Gre	nade Dé	i	3	0	1	-				
Krak grenade	6"		6	-1	D3	-						
ABILITIES	Chapte	r Maste	r: You ca OOD Al	an re-re	r (pg 88) oll failed within (hit rolls		Leado weari	th Mask: Enemy units suffer a -1 modifier to their ership while they are within 3" of any models ing a death mask. Halo: Commander Dante has a 4+ invulnerable save			
	up Com placing Movem above –	him on him on ent pha set him	r Dante the batt ses Com up any	high in lefield. mande where c	eploymen the skies At the en or Dante on the ba	s instead nd of an can assa ttlefield	l of y of you ult from					
FACTION KEYWORDS							OOD	ANGE	LS			
KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS CHARACTER, INFANTRY, CHAPTER MASTER, JUMP PACK, FLY, COMMANDER DANTE											

		C	CAP	TA	IN '	TY	CHO	С	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Captain Tycho	6"	2+	2+	4	4	5	4	9	2+ (4++)
Captain Tycho is a single n your army.	nodel arme	ed with	Blood S	ong, a l	bolt pisto	ol, frag g	renades	and kra	k grenades. Only one TYCHO may be included in
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Blood Song	When a hit rolls				pon, cho	ose one	or both	of the p	rofiles below. If you choose both, subtract 1 from all
- Master-crafted boltgun	24"	Rap	id Fire 1		4	-1	2	-	
- Meltagun	12"	Assault 1		8	-4	D6	two o	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.	
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
ABILITIES	Rites of	Battle: adly BL	You car OOD Al	re-rol	ur (pg 88) l hit rolls 5 units w	of 1 ma		close after	or the Beast: Captain Tycho may make D3 additiona combat attacks if he is within 1" of any enemy ORKS he has piled in during the Fight phase. Halo: Captain Tycho has a 4+ invulnerable save.
FACTION KEYWORDS	-			TUS A	STAR	TES, BI	OOD		1 /
KEYWORDS				-	Y, CAP				

	1234	P. C. B.		1.572.8	2010	1		1998					
	TYCHO THE LOST												
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Tycho the Lost	6"	2+	2+	4	4	5	4	9	2+ (4++)				
Tycho the Lost is a single n included in your army.	nodel arm	ed with	Blood S	ong, a l	oolt pisto	ol, frag g	renades	, krak gi	renades and an iron halo. Only one TYCHO may be				
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES				
Blood Song	When a hit rolls				oon, cho	ose one	or both	of the p	rofiles below. If you choose both, subtract 1 from all				
- Master-crafted boltgun	24"	Rap	id Fire	1	4	-1	2	-					
- Meltagun	12"	Ass	ault 1		8	-4	D6	two	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the est result.				
Bolt pistol	12"	Pist	ol 1		4	0	1	-					
Frag grenade	6"	Gre	nade De	5	3	0	1	-					
Krak grenade	6"	Gre	nade 1		6	-1	D3	-					
ABILITIES	And Th Iron Ha				r, Black a 4+ inv			addi	or the Beast: Tycho the Lost may make D3 tional close combat attacks if he is within 1" of any ny ORKS after he has piled in during the Fight phase				
FACTION KEYWORDS									LS, DEATH COMPANY				
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, TYC	НО							

	L	IBI	RAF	RIA	NI	ORE	EAC)N(D	UGHT
NAME	М	WS	BS	S	T	W	A	Ld		Sv
Librarian Dreadnought	6"	2+	3+	6	7	8	3	9		3+
A Librarian Dreadnought i	s a single	model a	rmed w	ith a Fu	urioso foi	ce halb	erd, a Fu	irioso fi	ìst a	and a storm bolter.
WEAPON	RANGE	TYP	E		S	AP	0	ABIL	ITIE	S
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-		
Heavy flamer	8"	Hea	wy D6		5	-1	1	This	s we	eapon automatically hits its target.
Meltagun	12"	Ass	ault 1		8	-4	D6	two	dic	arget is within half range of this weapon, roll when inflicting damage with it and discard the result.
Furioso fist	Melee	Me	ee		x2	-3	3	-		
Furioso force halberd	Melee	Me	ee		+4	-4	3	-		
WARGEAR OPTIONS	• This r	nodel m	ay repla	ce its s	torm bol	ter with	a heavy	flamer	ora	a meltagun.
ABILITIES	you tak within Explod a D6 be	e for thi 12". es: If th fore ren t explod	s model is model noving t es, and o	agains l is red he moo	to Deny t enemy l uced to 0 del from t nit within	PSYKE wounds the battl	RS s, roll lefield;	any its si oppe	wea mol one	Launchers: Once per battle, instead of shooting apons in the Shooting phase, this model can use ke launchers; until your next Shooting phase you ent must subtract 1 from all hit rolls for ranged as that target this vehicle.
PSYKER		power	in each e	enemy	Psychic p					riendly Psychic phase, and attempt to deny one sychic power and two psychic powers from the
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	ASTART	TES, BI	LOOD	ANGE	ELS	
KEYWORDS	СНАР	OTED	VEHI	TED	DEADN	OUCH		ADIAN	TD	SYKER, LIBRARIAN DREADNOUGHT

		C]	HIF M	EP	JBI HIS	RAI TO	RIA N	N							
NAME	М	WS	BS	S	T	W	A	Ld	Sv						
Chief Librarian Mephiston	7"	2+	2+	5	5	5	4	9	2+						
Chief Librarian Mephiston model may be included in y			armed w	rith a pl	asma pi	stol, the	Sanguir	ie Swo	rd, frag grenades and krak grenades. Only one	e of this					
WEAPON	RANGE	TYPI			S	AP	0	ABI	LITIES						
Plasma pistol	When a	ttacking	; with th	is weap	on, cho	ose one	of the pr	ofiles	below.						
- Standard	12"	Pist	ol 1		7	-3	1	-							
- Supercharge	12"	Pist	ol 1		8	-3	2	On	a hit roll of 1, the bearer is slain.						
The Sanguine Sword	Melee	Mel	ee		x2	-3	D3	-							
Frag grenade	6"	Gre	nade D6		3	0	1	-							
Krak grenade	6"	Gre	nade 1		6	-1	D3	-							
ABILITIES	a 5+ the	Death: damag Hood:	Each tir e is igno You can	ne Chie red.	f Librar	ian Meŗ			an unsaved wound or a mortal wound roll a D ee for Chief Librarian Mephiston against enem						
PSYKER		to deny	two psy	chic po	wers in	each en	emy Psy	chic pl	tic powers in each friendly Psychic phase, and hase. He knows the <i>Smite</i> psychic power and t						
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, BI	.00D	ANGI	ELS						
KEYWORDS	CHAR	ACTE	R. INFA	NTRY											

Powet		Τ	'HE	SA	NG	UI	NO]	R				
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
TheSanguinor	12"	2+	2+	4	4	5	5	9	2+ (4++)			
The Sanguinor is a single mincluded in your army.	nodel arm	ed with	an encar	mine b	oroadswo	rd, frag	grenade	s and k	rak grenades. Only one of this model may be			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Encarmine broadsword	Melee	Me	lee		+2	-4	D3	-				
Frag grenade	6"	Gre	nade D6		3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
ABILITIES	Aura of characte	f Fervo u eristic o	l Know l ur: You c f friendly nits withi	an add 7 BLOC	1 to the	Attacks GELS		 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. 				
	U	0 0	el: The Sa precedin	U	en if he	the S on th phase up ar	p Pack Assault: During deployment, you can set up anguinor high in the skies instead of placing him ne battlefield. At the end of any of your Movement es the Sanguinor can assault from above – set him nywhere on the battlefield that is more than 9" away any enemy models.					
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, BI	LOOD					
		ACTE										

		ASTORATH											
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Astorath	12"	2+	2+	4	4	5	4	9	2+ (4++)				
Astorath is a single model included in your army.	l armed wit	h the E:	xecution	er's Ax	e, a bolt p	oistol, fr	ag grena	ides and	d krak grenades. Only one of this model may be				
WEAPON	RANGE	TYP	E		ITIES								
Bolt pistol	12"	Pist	ol 1		4	0	1	-					
The Executioner's Axe	Melee	Me	lee		+1	-3	D3		n time you roll a wound roll of 6+ for this weapon it es 3 damage instead of D3.				
Frag grenade	6"	Gre	nade De	5	3	0	1	-					
Krak grenade	6"	Gre	nade 1		6	-1	D3	-					
	units wi instead COMP they are	ithin 6" of their ANY un e within	of Aston own. In hits auto 6" of As	ath can addition matical storath.		Leadersl lly DEA lorale te	unit D6 1	a D6 for each friendly BLOOD ANGELS INFANTR within 6" of Astorath and apply the result below: Result Frenzied Death Throes: The unit suffers a mortal wound.					
	 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. 2-5 Dark Wrath: You can add 1 to hit rolls n for this unit in the Fight phase until the your turn. 6 Vessel of Sanguinius: You can add 1 to made for this unit in the Fight phase un end of your turn. In addition, the unit h invulnerable save until the end of your t 												
FACTION KEYWORDS	6" of As	torath.			DD ANG				arius: This model has a 4+ invulnerable save.				
I AUTION KET WURDD	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS												



A true angel of death, Astorath brings redemption to the lost, and doom to the enemies of the Imperium.

					4K	I P	'KII	EST			
NAME	М	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 b	olt pistol,	a chair	nsword	, frag gr	enades a	nd krak grenades.		
WEAPON	RANGE	TYPE			S	AP	0	ABILIT	IES		
Bolt pistol	12"	Piste	ol 1		4	0	1	-			
Boltgun	24"	Rap	id Fire 1		4	0	1	-			
Chainsword	Melee	Mel	ee	1	User	0	1		time the bearer fights, it can make 1 additional c with this weapon.		
Frag grenade	6"	Gree	nade D6		3	0	1	-			
Krak grenade	6"	Gree	nade 1		6	-1	D3	-			
	And They Shall Know No Fear (pg 88) Blood Chalice: Friendly BLOOD ANGELS INFANTRY and BIKER units increase their Strength characteristic										
	by 1 wh Narther single n If that u wounde slain me manner	ilst they cium: A nodel. Se nit cont ed mode odel is re he can	are with t the end elect a fri ains a we ls but on eturned do nothi	in 6" of any of iendly BL ounded m ie or more to the uni ng else fo	your f your f OOD hodel, f e of its t with r the r	MGUIN Movem ANGE it imme models 1 woun emaind	ent phase LS INFA ediately s have be ad remai ler of the	RIESTS. ses, the S ANTRY of regains I cen slain ining. If a e turn (sl	Canguinary Priest can attempt to heal or revive a or BIKER unit within 3" of the Sanguinary Priest. D3 lost wounds. If the chosen unit contains no during the battle, roll a D6. On a 4+ a single a Sanguinary Priest fails to revive a model in this		
	by 1 wh Narthee single n If that u wounde slain mo manner of the fa Jump P of placin	ilst they cium: A nodel. Se nit cont ed mode odel is re he can illen war ack Assa ng it on	are with t the end elect a fr ains a we ls but on eturned do nothi rrior. A u ault: Du the battl	ain 6" of a l of any of iendly BL ounded m ae or more to the uni ng else fo unit can o ring deple efield. At	ny SAl your f OOD nodel, i e of its t with r the r nly be oymen the en	NGUIN Movem ANGE it imme models 1 woun emaind the targ t, if this d of any	ent pha: LS INFA ediately : have be deremai er of the get of the s model y of your	RIESTS. ses, the S ANTRY of regains I eeen slain ining. If a e turn (sl e Narthe has a jur r Movem	Tanguinary Priest can attempt to heal or revive a or BIKER unit within 3" of the Sanguinary Priest. D3 lost wounds. If the chosen unit contains no during the battle, roll a D6. On a 4+ a single a Sanguinary Priest fails to revive a model in this noot, charge, fight etc.) as he recovers the gene-seed cium ability once in each turn.		
FACTION KEYWORDS	by 1 wh Narthea single n If that u wounde slain manner of the fa Jump P of placin it up an	ilst they cium: A nodel. Se nit cont ed mode odel is re he can llen war ack Ass ng it on ywhere o	are with t the end elect a fr: ains a we ls but on eturned do nothi rrior. A u ault: Du the battl on the b	ain 6" of a l of any of iendly BL ounded m ae or more to the uni ng else fo unit can o ring deple efield. At	ny SAl your i OOD nodel, i e of its t with r the r nly be oymen the en that is	NGUIN Movem ANGE it imme models 1 woun emaind the tary t, if this d of any more th	ent pha: LS INFA ediately : have be deremai eer of the get of the s model y of your nan 9" av	RIESTS. ses, the S ANTRY of regains I even slain ning. If a e turn (sl e Narthe has a jur r Moverr way from	Canguinary Priest can attempt to heal or revive a or BIKER unit within 3" of the Sanguinary Priest. D3 lost wounds. If the chosen unit contains no during the battle, roll a D6. On a 4+ a single a Sanguinary Priest fails to revive a model in this noot, charge, fight etc.) as he recovers the gene-seed cium ability once in each turn. np pack, you can set it up high in the skies instead tent phases this model can assault from above – set any enemy models.		



Sanguinary Priests are the preservers of their Chapter's gene-seed and the bearers of the sacred blood chalices.

NAME	М	WS	BS	S	т	W	A	Lď	Sv
Sanguinary Priest on Bike	14"	2+	3+	4	5	5	3	9	3+
A Sanguinary Priest on Bike narthecium. His Space Mari						ol, a cha	insword	, frag gr	renades, krak grenades, a blood chalice and a
WEAPON	RANGE	TYPE			S	AP	0	ABILI	ITIES
Bolt pistol	12"	Pisto	ol 1		4	0	1	-	
Boltgun	24"	Rap	d Fire 1		4	0	1	-	
Twin boltgun	24"	Rap	d Fire 2		4	0	1	-	
Chainsword	Melee	Mel	ee		User	0	1		n time the bearer fights, it can make 1 additional ck with this weapon.
Frag grenade	6"	Gree	nade D6		3	0	1	-	
Krak grenade	6"	Gree	nade 1		6	-1	D3	-	
WARGEAR OPTIONS									tem from the <i>Melee</i> , <i>Pistols</i> or <i>Combi-weapons</i> list. ne <i>Melee Weapons</i> list.
ABILITIES	Blood C by 1 wh Nartheorevive a Priest of contains single sl model i	Chalice: ilst they cium: A single n n Bike. I s no wou ain moo n this m	Friendly are with t the end nodel. Se f that un unded m lel is retu anner he	BLOC in 6" o of any lect a f it cont odels b urned t e can d	f any SAL of your f riendly I ains a wo out one o o the uni o nothing	MOVEM MOVEM BLOOD bunded r more it with 1 g else fo	ent phase of its model, wound or the res	RIESTS ses, the S LS INFA ti immed odels hav remain mainder	BIKER units increase their Strength characteristic S. Sanguinary Priest on Bike can attempt to heal or ANTRY or BIKER unit within 3" of the Sanguinar ediately regains D3 lost wounds. If the chosen unit we been slain during the battle, roll a D6. On a 4+ a ning. If a Sanguinary Priest on Bike fails to revive a r of the turn (shoot, charge, fight etc.) as he recover et of the Narthecium ability once in each turn.
									The second s
FACTION KEYWORDS	IMPE	RIUM.	ADEPT	US A	START	ES. BI	OOD.	ANGEI	LS

	1 -
1.1	5
	Ant
	OWE

BROTHER CORBULO

NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Brother Corbulo	6"	2+	2+	4	4	5	4	9	3+	
Bueth on Conhulo is a sine	به اهام معاماً		th Home	" Test	h a halt	mistal 6		a daa aa	d lengle on on o	las Only on

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	0	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 The	ey Shall Know No F	ear (pg 88)		S. S.	Nartheciur	n: At

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



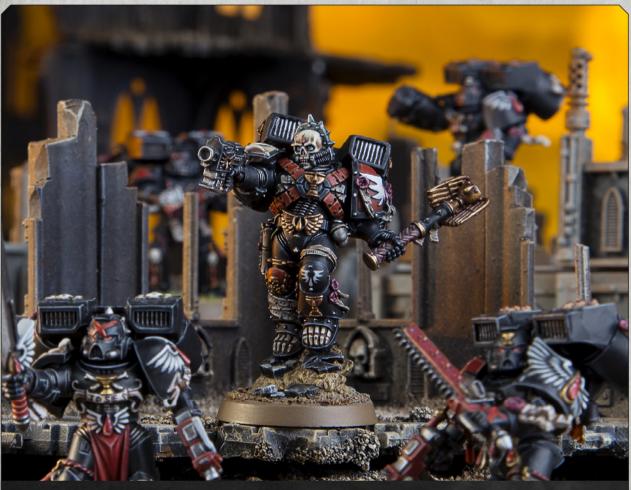
No other Blood Angel embodies the wisdom and character of Sanguinius more than the Keeper of the Red Grail.

			OTT		×7 (DD	
e 6		SAN		NAR NCIE		j UA	RD	
NAME	М	WS	BS S		W	A	Ld	Sv
Sanguinary Guard Ancient	12"	3+	3+ 4	4	4	3	9	2+
A Sanguinary Guard Ancier	nt is a sing	gle model	armed wi	th an angelu	s boltg	un, an er	ncarmine	e sword, frag grenades and krak grenades.
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	TES
Angelus boltgun	12"	Assau	lt 2	4	-1	1	-	
Inferno pistol	6"	Pistol	1	8	-4	D6	two d	target is within half range of this weapon, roll lice when inflicting damage with it and discard the t result.
Plasma pistol	When a	ttacking v	with this w	eapon, choo	ose one	of the pr	ofiles be	low.
- Standard	12"	Pistol	1	7	-3	1	-	
- Supercharge	12"	Pistol	1	8	-3	2	On a	hit roll of 1, the bearer is slain.
Encarmine axe	Melee	Melee	e	+1	-2	D3	-	
Encarmine sword	Melee	Melee	2	User	-3	D3	-	
Power fist	Melee	Melee x2 -3						n attacking with this weapon, you must subtract 1 the hit roll.
Frag grenade	6"	Grena	ade D6	3	0	1	-	
Krak grenade	6"	Grena	ade 1	6	-1	D3	-	
WARGEAR OPTIONS	• This n	nodel may		is angelus b				oistol or a plasma pistol. ine axe or a power fist.
ABILITIES	Blood A ANGEI banner	Angels Ch S units w do not ne	apter Bar ithin 6" of	Fear (pg 88) mer: Friend a Blood An Morale tests it phase.	ly BLO gels Ch	apter	Leade weari Heirs rolls f	 h Mask: Enemy units suffer a -1 modifier to their ership while they are within 3" of any models ng a death mask. c of Azkaellon: You can re-roll failed hit for this model if it is within 6" of a BLOOD ELS Warlord.
	up this i the battl phases t anywhe	model hig lefield. At his mode	the end of the end of can assau battlefield	g deploymer kies instead f any of your ilt from abo that is more	of placi r Mover ve – set	ng it on ment it up		
FACTION KEYWORDS	IMPER	RIUM, A	DEPTU	S ASTART	'ES, BI	LOOD	ANGEI	S
KEYWORDS	CHAR	ACTER	INFAN	TRY, ANC	IENT,	JUMP	PACK,	FLY, SANGUINARY GUARD

	T	ERI	MIN	JA'	ГOR	A	NCI	EN	T
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Terminator Ancient	5"	3+	3+	4	4	5	3	8	2+ (5++)
A Terminator Ancient is a	a single mo	del arm	ed with	a lightr	ning claw.		. Haller		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Lightning claw	Melee	Me	ee		User	-2	1	You	can re-roll failed wound rolls for this weapon.
Thunder hammer	Melee	Me	ee		x2	-3	3		n attacking with this weapon, you must subtract 1 the hit roll.
WARGEAR OPTIONS	• This r	nodel m	ay repla	ce his	ightning	claw wi	th a thun	ler hai	mmer.
ABILITIES	And Th	ney Shal	l Know	No Fea	ar (pg 88)		22		ninator Armour: This model has a 5+ Inerable save.
	up this placing Movem	unit in a it on th ent pha ywhere	a telepon e battlef ses this on the b	tarium ield. At unit ca pattlefie	yment, y chamber the end o n teleport eld that is	instead of any o into ba	l of f your ittle – set	units Lead	nangel Standard: Friendly BLOOD ANGELS within 6" of an Archangel standard add 1 to their ership characteristic, and you can re-roll failed hit for them in the Fight phase.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	ASTART	'ES, BI	.OOD A	NGE	LS
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, ANC	IENT,	TERMI	NATO	DR

9 Power		DEAT	H CO	MP	AN	Y	
NAME	М	WS BS	S T	W	A	Ld	Sv
Death Company Marine	6"	3+ 3+	4 4	1	2	7	3+
							pany Marines (Power Rating +9) or up to It pistol, a chainsword, frag grenades and
WEAPON	RANGE	TYPE	S	AP	0	ABILIT	lies
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Hand flamer	6"	Pistol D3	3	0	1		weapon automatically hits its target.
Inferno pistol	6"	Pistol 1	8	-4	D6	two c	target is within half range of this weapon, roll lice when inflicting damage with it and discard the st result.
Plasma pistol	When at	tacking with this v	veapon, choo	ose one	of the p	rofiles be	clow.
- 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		time the bearer fights, it can make 1 additional k with this weapon.
Power axe	Melee	Melee	+1	-2	1	-	
Power maul	Melee	Melee	+2	-1	1	-	
Power sword	Melee	Melee	User	-3	1	-	
Thunder hammer	Melee	Melee	x2	-3	3		n attacking with this weapon, you must subtract 1 the hit roll.
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
WARGEAR OPTIONS	power • Any m • Any m • The en	fist, power maul o odel may replace h odel may replace h	r power swor his chainswor his chainswor jump packs (rd. rd with rd and t (Power	a power oolt piste Rating	• axe, pov ol with a +1 per 5	models). If they do, their Move characteristic is
ABILITIES	Jump Pa	of placing them on	g deploymer the battlefie	nt, if the ld. At th	entire u e end o	f any of y	ump packs, you can set them up high in the skies your Movement phases this unit can assault from an 9" away from any enemy models.
FACTION KEYWORDS							LS, DEATH COMPANY
KEYWORDS	INFAN			.,			

			L	EN	IAR	TE	S		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Lemartes	12"	2+	3+	4	4	4	5	9	3+ (4++)
Lemartes is a single mod included in your army.	del armed wit	th the B	lood Cro	ozius, a	bolt pist	ol, frag	grenade	s and ki	rak grenades. Only one of this model may be
WEAPON	RANGE	TYPI			S	AP	D	ABILI	TIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
The Blood Crozius	Melee	Mel	ee		+2	-2	D3	-	
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
ABILITIES	And Th Fury Un failed hi COMPA	n bound it rolls in	: You ca n the Fig	n re-rol ht phas	l failed c se for frie	harge rendly D	Lema battle Lema on th	p Pack Assault: During deployment, you can set up artes high in the skies instead of placing him on the efield. At the end of any of your Movement phases artes can assault from above – set him up anywhere he battlefield that is more than 9" away from any ny models.	
	Guardia COMPA Leaders	ANY un	its withi	n 6" of	Lemarte		se his	Rosa	arius: Lemartes has a 4+ invulnerable save.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, BI	LOOD	ANGE	LS, DEATH COMPANY
KEYWORDS	СНАР	ACTE		NTD	V CHA	DIAIN	I IIIM	DDAC	K, FLY, LEMARTES



As warden of the Death Company, Lemartes' grim litanies provide guidance for the Lost Brethren.

NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Sanguinary Guard	12"	3+	3+	4	4	2	2	8	2+			
This unit contains 4 San armed with an angelus b								/ Guard	(Power Rating +12). Each Sanguinary Guard is			
WEAPON	RANGE	TYPE		00	S	AP	0	ABILIT	TIES			
Angelus boltgun	12"	Assa	ult 2		4	-1	1	-				
Inferno pistol	6"	Pisto	ol 1		8	-4	D6	two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.			
Plasma pistol	When a	ttacking	with th	is weap	on, choo	se one	of the pr	ofiles be	elow.			
- Standard	12"	Piste	ol 1		7	-3	1	-				
- Supercharge	12"	Pistol 1 8 -3 2 On a hit roll of							hit roll of 1, the bearer is slain.			
Encarmine axe	Melee	Melee +1 -2 D3						-				
Encarmine sword	Melee	Mel	Melee User -3					-				
Power fist	Melee	Mel	ee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.			
Frag grenade	6"	Gre	nade D6		3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
WARGEAR OPTIONS	• Any n	nodel m		e his a	ngelus bo				pistol or a plasma pistol. nine axe or a power fist.			
ABILITIES	Heirs o models ANGEI Death M Leaders	 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. 										
FACTION KEYWORDS		,			START	ES BI	000	ANCEI				



Clad in golden armour, the Sanguinary Guard embody the legacy of their Primarch like no other.

DEATH COMPANY DREADNOUGHT

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Death Company Dreadnought	8"	3+	3+	6	7	8	4	7	3+
A Death Company Dre	adnought is a	single	model ec	quipped	l with tw	o Furio	so fists, a	storm	bolter and a meltagun.
WEAPON	RANGE	TYF	'E		S	AP	D	ABILI	ITIES
Heavy flamer	8"	He	avy D6		5	-1	1	This	s weapon automatically hits its target.
Meltagun	12"	As	sault 1		8	-4	D6	two o	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the est result.
Storm bolter	24"	Ra	pid Fire 2	2	4	0	1	-	
Blood talons	Melee	Me	lee		x2	-3	D6	-	
Furioso fist	Melee	Me	lee		x2	-3	3		model is equipped with two Furioso fists, you can re- failed hit rolls when attacking with them.
	• This r	nodel r	nay repla	ice its n	torm bol neltagun moke lau	with a ł	neavy flat	mer.	
ABILITIES	a D6 be	es: If the	is model moving t des, and d	he mod	aced to 0 del from hit withir	the batt	lefield;	any v smol next	Ske Launchers: Once per battle, instead of shooting weapons in the Shooting phase, this model can use ke launchers if it is equipped with them; until your Shooting phase your opponent must subtract 1 from it rolls for ranged weapons that target this vehicle.
					ove up to Fight pl		en	a VE	gna-grapple : If a model with a magna-grapple targets E HICLE in the Charge phase, you can add 2 to its ge roll.
Contraction Cardina									
FACTION KEYWORDS		RIUM	, ADEP	TUS A	STAR	TES, BI	LOOD	ANGE	LS, DEATH COMPANY



A Blood Angel lost to the Black Rage can cause untold devastation when interred within the towering form of a Dreadnought.

NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Furioso Dreadnought	8" 3+ 3+ 6 7 8 4							8	3+	
A Furioso Dreadnought is	s a single m	odel eq	uipped v	vith two	Furios	o fists, a	storm b	olter an	nd a meltagun.	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES	
Frag cannon	8"	Ass	ault 2D6	i	6	-1	1	This	s weapon automatically hits its target.	
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	s weapon automatically hits its target.	
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-		
Meltagun	12"	Ass	ault 1		8	-4	D6	two o	the target is within half range of this weapon, roll dice when inflicting damage with it and discard the est result.	
Blood talons	Melee	Melee x2 -3 D6								
Furioso fist	Melee	Mel	ee		x2	-3	3		model is equipped with two Furioso fists, you can re failed hit rolls when attacking with them.	
WARGEAR OPTIONS	This mThis mThis m	nodel m nodel m nodel m	ay repla ay repla ay repla	ce its tw ce its sto ce its m	vo Furio orm boli eltagun	so fists v ter with with a h	either its with bloo a heavy leavy flan with a m	od talon flamer. mer.		
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 shootin any weapons in the Shooting phase, this model can us smoke launchers if it is equipped with them; until you next Shooting phase your opponent must subtract 1 fr all hit rolls for ranged weapons that target this vehicle.									
	0	a VEHI	CLE in t		h a mag rge phas	0 1	ple an add 2			
FACTION KEYWORDS	IMPEI	TITA	ADED	TTTC A	CT A DT	TEC DI	OOD	NOT		

Nowe		B	SAA	L P	PRE	DA'	TO	R		DAMAGE Some of this model's it suffers damage, as			ange
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
Baal Predator	*	6+	*	6	7	11	*	8	3+	6-11+	12"	3+	
A Baal Predator is a sing	le model equ	upped v	vith a tw	in assau	ult cann	on.				3-5	6"	4+	Γ
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES	1-2	3"	5+	_
Flamestorm cannon	8"	Ass	ault D6		6	-2	2	This	weapon	automatically hits its ta	arget.		
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-					
Heavy flamer	8"	Hea	wy D6		5	-1	1	This	weapon	automatically hits its ta	arget.		
Twin assault cannon	24"	Hea	vy 12		6	-1	1	-					
WARGEAR OPTIONS			ay repla ay take							nnon.			
ABILITIES	2 dice a Explod a D6 be	 This model may take two heavy bolters or two heavy flamers. 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; Smoke Launchers: Once per battle, instead of shootin any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase yo opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. 											
	on a 6 it mortal		es, and e	each un	it withir	n 6" suffe	ers D3						
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	STAR	ΓES, BI	.00D	ANGE	LS				
KEYWORDS	VEHIC	CLE. P	REDAT	OR. F	BAALP	REDA'	FOR		-				

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 bloodcrazed 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.

Only through the diplomatic efforts of the Flesh Tearers' current Chapter Master Gabriel Seth has the threat of excommunication been averted. Though he is no less susceptible to the Black Rage 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 Reaver, 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.

Power			GA	BR	IEL	. SE	TH					
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Gabriel Seth	6"	2+	2+	4	4	6	4	9	3+ (4++)			
Gabriel Seth is a single in your army.	model armed	with Bl	ood Rea	ver, a b	olt pisto	l, frag g	renades	and kral	k grenades. Only one of this model may be included			
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES			
Bolt pistol	12"	Pist	tol 1		4	0	1	-				
Blood Reaver	Melee	Me	lee		x2	-1	3		n time you roll a hit roll of 6+ for this weapon, inflic ditional hit on the target.			
Frag grenade	6"	Gre	enade De	5	3	0	1	-				
Krak grenade	6"	Gre	enade 1		6	-1	D3	-				
ABILITIES	Lord of for frien Gabriel	And They Shall Know No Fear (pg 88) Whirlwind of Gore: Roll a D6 each time a FLESH TEARERS unit finishes its move w Lord of Slaughter: You can re-roll failed hit rolls for friendly FLESH TEARERS units within 6" of Gabriel Seth. Gabriel Seth when it consolidates; on a 6 th immediately fight for a second and final tim Iron Halo: Gabriel Seth has a 4+ invulnerable save. Immediately fight for a second and final tim										
FACTION KEYWORDS	IMPER							EARE	RS			
KEYWORDS									ABRIEL SETH			



Instead of curtailing the bloodlust of his battle-brothers, Chapter Master Gabriel Seth directs it towards the Imperium's enemies.

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 platitudes 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 Terminatorarmoured 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 ² use the Captain (pg 12), Captain in Terminator Armour (pg 12) or Captain in Gravis Armour (pg 13) datasheet
- Company Ancient (pg 23)
- Company Champion¹ (pg 24)
- Company Veterans³ (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)
- Librarian² (pg 14)
- Librarian in Terminator Armour ² (pg 15)

107

- Librarian on Bike (pg 15)²
- Predator (pg 54)
- Primaris Ancient (pg 24)

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

03 PSYCHIC POWER

Mind Worm

Mind Worm 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.

Aversion

2 Aversion 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.

Engulfing Fear

3 *Engulfing Fear* 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.

- 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 ² (pg 36)
- Vindicator (pg 55)
- Whirlwind (pg 54)
- ¹ This model replaces his mastercrafted power sword with a blade of Caliban (pg 215). He cannot take any other options.

² These units gain the **DEATHWING** keyword and the Unforgiven ability.

³ Any model in this unit may take a combat shield (pg 209).

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.

Howes				AZ	CRA	EL					
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Azrael	6"	2+	2+	4	4	6	5	9	2+ (4++)		
e		he Swoi	rd of See	crets, tl	ne Lion's	Wrath	, a bolt	pistol, fi	rag grenades and krak grenades. Only one of this mode		
may be included in your ar WEAPON	RANGE	TYPI	Ε		S	AP	D	ABILI	TIES		
Bolt pistol	12"	Pist	ol 1		4	0	1	-			
Lion's Wrath	When a hit rolls				pon, cho	oose on	e or bot	h of the	profiles below. If you choose both, subtract 1 from all		
- Master-crafted boltgun	24"	Rap	id Fire	l	4	-1	2	-			
- Plasma gun	24"	This weapon can be supercharged by the beare firing. If they do so, increase the Strength and									
Sword of Secrets	Melee	Mel	ee		+2	-3	D3	the t	a time you make a wound roll of 6+ for this weapon arget suffers a mortal wound in addition to any r damage.		
Frag grenade	6"	Gre	nade De	5	3	0	1	-			
Krak grenade	6"	Gre	nade 1		6	-1	D3	-			
ABILITIES	friendly of Azrad	r Maste DARK el.	r: You c ANGE	LS unit your ar	oll failed ts that ar my is Ba mand Po	e withi attle-fo	in 6" rged,	carrie force withi beare possi Remo	Helm: Azrael is accompanied by a relic bearer who es the Lion Helm, an artefact that generates a powerfu field. As a result, all friendly DARK ANGELS models in 6" of Azrael have a 4+ invulnerable save. The relic er model must always remain as close to Azrael as ible, but is otherwise ignored for all gaming purposes. ove the relic bearer if Azrael is slain.		
	your W		ADER	THE		TRO	ADV	ANICE			
FACTION KEYWORDS	IMPE	aum,	ADEP	105	ASTAR	1ES, I	JAKK	ANGE	LS, DEATHWING		

Power				BEL	IA	L							
NAME	М	WS	BS	S 1	ſ	W	A	Ld	Sv				
Belial	5"	2+	2+	4 4	4	6	4	9	2+ (4++)				
Belial is a single model	armed with th	ne Swor	d of Silenc	e and a st	orm	bolter.	Only one	of this	s model may be included in your army.				
WEAPON	RANGE	TYP	E	5	S	AP	0	ABILIT	TIES				
Storm bolter	24"	Rap	id Fire 2	4	4	0	1	-					
Lightning claw	Melee	Mel	ee	Us	ser	-2	1	mode	can re-roll failed wound rolls for this weapon. If a el is armed with two lightning claws, each time it s it can make 1 additional attack with them.				
Sword of Silence	Melee	a VEHICLE.											
Thunder hammer	Melee	When attacking with this weapon yo											
WARGEAR OPTIONS		may rej shield.	place his st	orm bolte	er an	d the Sv	vord of S	ilence v	with two lightning claws or a thunder hammer and				
ABILITIES	Unforgi	iven (pg	; 107)	4 3 29		1			ying Blade: If Belial is armed with the Sword of				
			You can r S units wi				friendly		ce, your opponent must subtract 1 from hit rolls fo ks that target him in the Fight phase.				
								Iron	Halo: Belial has a 4+ invulnerable save.				
		for frie	of the Dea ndly DEA					Belia	port Strike: During deployment, you can set up I in a teleportarium chamber instead of placing hir he battlefield. At the end of any of your Movement				
			A model e erable save		vith a	ı storm	shield	phase anyw	es Belial can teleport into battle – set him up where on the battlefield that is more than 9" from an hy models.				
FACTION KEYWORDS	IMPE	RIUM,	ADEPT	US ASTA	ART	ES, DA	ARK AN	GELS	S, DEATHWING				
KEYWORDS	OILLD								MINATOR, BELIAL				



Belial is the Lord of the Deathwing, a warrior whose mastery of the blade is matched by few in all the galaxy.

				MM. N CORV		.		
NAME	М	WS	BS S	T	W	A	Ld	Sv
Sammael on Corvex	14"	2+	2+ 4	6	6	5	9	3+ (4++)
Sammael on Corvex is a s equipped with a plasma c								es and krak grenades. His jetbike <i>Corvex</i> is ed in your army.
WEAPON	RANGE	TYPE		S	AP	D	ABILITI	ES
Bolt pistol	12"	Pisto	l 1	4	0	1	-	
Plasma cannon	When a	ttacking	with this we	apon, choo	ose one c	of the pro	files belo	ow.
- Standard	36"	Heav	ry D3	7	-3	1	-	
- Supercharge	36"	Heav	ry D3	8	-3	2		it roll of 1, the bearer is slain after all of this n's shots have been resolved.
Twin storm bolter	24"	Rapio	d Fire 4	4	0	1	-	
Raven Sword	Melee	Mele	e	+1	-3	2		eapon has Strength x2 if Sammael charged in the ling Charge phase.
ABILITIES	Rites of	Battle:	Know No Fo You can re-ro S units withi	oll hit rolls	of 1 for	friendly		Master of the Ravenwing: You can re-roll failed Is for friendly RAVENWING units within 6" of odel.
	Iron Ha	l lo: This	model has a	4+ invulne	erable sa	ve.	2D6" te	f udgement: When this model Advances, add o its Move characteristic for that Movement phase d of rolling a dice.
FACTION KEYWORDS	IMPER	RIUM, A	ADEPTUS	ASTART	ES, DA	RK AN	GELS,	RAVENWING
KEYWORDS	BIKER	, CHAI	RACTER,	GRAND	MASTI	ER, FLY	SAMN	AAEL

				SAN in sa						
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Sammael in Sableclaw	16 " 2 + 2 + 4 6 7 5 9 3 + (4++)									
Sammael in Sableclaw is a twin heavy bolter. Only or	0						and Speed	ler Sab	<i>leclaw</i> is equipped with a twin assault cannon and a	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	lies	
Twin assault cannon	24"	Hea	vy 12		6	-1	1	-		
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-		
Raven Sword	Melee	Mel	ee		+1	-3	2		weapon has Strength x2 if Sammael charged in the eding Charge phase.	
ABILITIES		Battle:	You car		hit rolls	of 1 for	friendly	Shoo	cclaw: Enemy units can target this model in the ting phase even if it is not the closest model, despite ng a CHARACTER.	
							oll failed		Halo: This model has a 4+ invulnerable save.	
		for frie		VENW				Explo befor	odes: If this model is reduced to 0 Wounds, roll a D re removing it from the battlefield; on a 6 it explodes each unit within 3" suffers a mortal wound.	
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS AS	START	TES, DA	ARK AN	IGELS	, RAVENWING	
KEYWORDS	CHAR	ACTE	R VEF	HCLE	GRAN	JD MA	STED 1	AND	SPEEDER, FLY, SAMMAEL	

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Interrogator-Chaplain	6"	2+	3+	4	4	5	3	9	3+ (4++)
An Interrogator-Chaplain	is a single	model a	rmed wit	h a croz	zius arc	canum,	a bolt p	istol, fi	rag grenades and krak grenades.
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Boltgun	24"	Rap	id Fire 1		4	0	1	-	
Crozius arcanum	Melee	Mel	ee		+1	-1	2	-	
Power fist	Melee	Mel	ee		x2	-3	D3		en attacking with this weapon, you must subtract 1 n the hit roll.
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gro	nade 1		6	-1	D3		
	• This n Melee	nodel m Weapon	ay replac 1s list.		lt pisto			n, or a	n item from either the Pistols, Combi-weapons or
WARGEAR OPTIONS	 This m Melee This m This m 	nodel m Weapon nodel m nodel m the JUN	ay replac <i>1s</i> list. ay take a ay take a 1P PACK	power f jump p	lt pisto fist. ack (P	ol with	a boltgu	I). If it Spiri	t does, its Move characteristic is increased to 12" and itual Leaders: All friendly DARK ANGELS units
WARGEAR OPTIONS	This m Melee This m This m gains Unforg	nodel m Weapon nodel m nodel m the JUN iven (pg	ay replac <i>1s</i> list. ay take a ay take a 1P PACK	power f jump p and FL	lt pistc fist. ack (P Y keyv	ol with ower R words.	a boltgu	I). If it Spiri withi	t does, its Move characteristic is increased to 12" and itual Leaders: All friendly DARK ANGELS units
WARGEAR OPTIONS ABILITIES	This n Melee This n This n gains Unforg Rosariu Litanie: the Figh within (Aura of	model m Weapon model m model m the JUM iven (pg us: This s of Hat at phase 5" of this 5 Dread	ay replac 15 list. ay take a ay take a 1P PACK 5 107)	power 1 jump p and FL s a 4+ in n re-rol dly DAI	lt pistc fist. ack (P Y keyv nvulne l failed RK AN thin 6"	ower R words. rable sa hit rol GELS of this	a boltgu ating +1 ave. lls in units	I). If it Spiri withi their Jumj a jun of pla Move it up	t does, its Move characteristic is increased to 12" and itual Leaders: All friendly DARK ANGELS units in 6" of this model can use his Leadership instead of r own. p Pack Assault: During deployment, if this model ha np pack, you can set it up high in the skies instead acing it on the battlefield. At the end of any of your rement phases this model can assault from above – se anywhere on the battlefield that is more than 9" awa
WARGEAR OPTIONS	This n Melee This n This n gains Unforg Rosariu Litanie: the Figh within of Aura of subtract	model m Weapon model m model m the JUN iven (pg s: This s of Hat at phase s" of this "Dread	ay replac ts list. ay take a ay take a ay take a IP PACK 3 107) model ha e: You ca for friends model. Enemy t their Lee	power f jump p and FL s a 4+ in n re-rol dly DAI units wi	It pisto fist. ack (P. Y keyy nvulne I failed RK AN thin 6" o chara	ower R words. rable s hit rol IGELS of this cteristi	a boltgu Rating + 1 ave. Ils in units s model ic.	I). If it Spiri withi their Jumj a jun of pla Move it up from	t does, its Move characteristic is increased to 12" and itual Leaders: All friendly DARK ANGELS units in 6" of this model can use his Leadership instead of rown. p Pack Assault: During deployment, if this model ha np pack, you can set it up high in the skies instead



An Interrogator-Chaplain's every strike is directed to agonise the foe, to break their resolve and thus uncover their darkest secrets.

INTERROGATOR-CHAPLAIN												
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Interrogator-Chaplain in Terminator Armour	5"	2+	3+	4	4	6	3	9	2+ (4++)			
An Interrogator-Chaplain in	n Termina	ator Arn	nour is a	single	e model a	rmed	with a cr	ozius a	arcanum and storm bolter.			
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES			
Storm bolter	24"	Rap	d Fire 2		4	0	1	-				
Crozius arcanum	Melee	Mel	ee		+1	-1	2	-				
Lightning claw	Melee	Mel	ee		User	-2	1	mod	can re-roll failed wound rolls for this weapon. If a lel is armed with two lightning claws, each time it is it can make 1 additional attack with them.			
Power fist	Melee	Mel	ee		x2	-3	D3		en attacking with this weapon, you must subtract 1 n the hit roll.			
WARGEAR OPTIONS					storm bo or Melee				law, a power fist, or an item from either the <i>Terminato</i>			
ABILITIES	Unforgi Rosariu	40		as a 4+	- invulne	rable s	ave.	withi	itual Leaders: All friendly DARK ANGELS units in 6" of this model can use his Leadership instead of own.			
		t phase	for frier		oll failed ARK AN			unit i on th	port Strike: During deployment, you can set up this in a teleportarium chamber instead of placing it he battlefield. At the end of any of your Movement es this unit can teleport into battle – set it up			
					within 6" nip chara			anyw	where on the battlefield that is more than 9" from any ny models.			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	ASTAR	TES, I	DARK A	ANGE	ELS, DEATHWING			
KEYWORDS	CHAR	ACTE	R. INF	NTR	Y, CHA	PLA	IN, TEI	RMIN	ATOR, INTERROGATOR-CHAPLAIN			

		12.24			0	N BI	KE		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Interrogator-Chaplain on Bike	14"	2+	3+	4	5	6	3	9	3+ (4++)
An Interrogator-Chaplain Marine bike is equipped w				rmed v	vith a cr	ozius a	ircanun	n, a bolt	pistol, frag grenades and krak grenades. His Space
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES
Bolt pistol	12"	Pisto	ol 1		4	0	1	-	
Boltgun	24"	Rapi	d Fire 1		4	0	1	-	
Twin boltgun	24"	Rapi	d fire 2		4	0	1	-	
Crozius arcanum	Melee	Mel	ee		+1	-1	2	-	
Power fist	Melee	Mel	ee		x2	-3	D3		en attacking with this weapon, you must subtract 1 1 the hit roll.
Frag grenade	6"	Gree	nade D6		3	0	1	-	
Krak grenade	6"	Grei	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	Weapo	nodel m o <i>ns</i> list. nodel m				ol with	a boltg	un, or ai	n item from either the Pistols, Combi-weapons or Mel
ABILITIES	Unforg	40							a of Dread: Enemy units within 6" of this model ract 1 from their Leadership characteristic.
	Rosariu	is: This 1	nodel ha	as a 4+	invulne	erable s	ave.		
	Litanie the Figh within 6	t phase	for frien					-	itual Leaders: All friendly DARK ANGELS units in 6" of this model can use his Leadership instead of own.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	TES, I	DARK	ANGE	LS, DEATHWING
KEYWORDS									TOR-CHAPLAIN

			A	SN	101)A	I						
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Asmodai	6"	2+	3+	4	4	5	3	9	3+ (4++)				
model may be included in	n your army.			Reason					tol, frag grenades and krak grenades. Only one of this				
WEAPON	RANGE	TYP			S	AP	0	ABILI	TIES				
Bolt pistol	12"	Pist			4	0	1	-					
Blades of Reason	Melee	Mel			User	0	D6	-					
Crozius arcanum	Melee	Mel	ee		+1	-1	2	-					
Frag grenade	6"	Gre	nade D6		3	0	1	-					
Krak grenade	6"	Gre	nade 1		6	-1	D3	-					
ABILITIES	Rosariu	6" Grenade 1 6 -1 D3 - Jnforgiven (pg 107) Exemplar of Hate: You can re-roll failed h Fight phase for friendly DARK ANGELS within 6" of Asmodai. In addition, increase characteristic of friendly DARK ANGELS Rosarius: This model has a 4+ invulnerable save. within 6" of Asmodai. In addition, increase characteristic of friendly DARK ANGELS Spiritual Leaders: All friendly DARK ANGELS BIKER units by 1 whilst they are within 6"											
	units wi instead o	thin 6" of their	of Asmo own.	dai car	n use his	Leade	rship	Aura 1 froi	of Dread: Enemy units within 6" of Asmodai subtract n their Leadership characteristic.				
FACTION KEYWORDS	IMPER	RIUM,	ADEP	ΓUS A	ASTART	TES, I	DARK	ANGE	LS, DEATHWING				
KEYWORDS	CHAR	ACTE	R, INFA	ANTR	Y, CHA	PLA	IN, AS	MODA	M .				

		EZEKIEL													
NAME	М	WS	BS	S	T	W	A	Ld	Sv						
Ezekiel	6"	2+	2+	4	4	5	3	9	2+ (4++)						
Ezekiel is a single mode your army.	el armed with	Traitor's	Bane, th	e Deliv	erer, fr	ag grei	nades a	nd krak	grenades. Only one of this model may be included in						
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES						
The Deliverer	12"	Pist	ol 1		4	-1	2	-							
Traitor's Bane	Melee	Mel	ee		+1	-3	D3	Add	1 to this weapon's damage if the target is a PSYKER .						
Frag grenade	6"	Gre	nade D6		3	0	1	-							
Krak grenade	6"	Gre	nade 1		6	-1	D3	-							
ABILITIES		f Salvati	; 107) on: Any BIKER 1		,			take f	hic Hood: You can add 1 to Deny the Witch tests you for Ezekiel against enemy PSYKERS within 12". Der of the Keys: Ezekiel has a 4+ invulnerable save.						
			the Figh mbat att	-				e							
Psyker	psychic	powers	-	nemy I	sychic	-			friendly Psychic phase, and attempt to deny two <i>Smite</i> power and three psychic powers from the						
FACTION KEYWORDS	IMPER	RIUM,	ADEPT	US AS	STAR	TES, I	DARK	ANGE	LS, DEATHWING						
KEYWORDS	CILLD	ACTE		NUTDA	TIDI	ADT		WITTER	, EZEKIEL						

NAME	M		BS	1 VV . 5	T	JA.	A	Ld	
NAME Deathwing Apothecary	WI 5"	Wa 3+	00 3+	а 4	4	w 5	A 2	LU 8	av 2+ (5++)
A Deathwing Apothecary i	-	• ·			_	-	2	0	2+ (3++)
WEAPON	RANGE				S	AP	D	ABILI	ITIES
Storm bolter	24"		id Fire 2	2	4	0	1		
	this mo placing Movem set it up from ar	erminat rable sa et Strike del in a it on th ent pha o anywh by enem	tus: This ve. :: Durin teleport e battlef ses this ere on the y model	g deploy arium c ield. At model c he battle s.	vment, y hamber the end an telep field tha	rou can s instead of any o ort into at is mor	of f your battle – re than 9"	phas heal ANC Apo imm cont mod a 4+ wou reviv for t as he can d each	thecium: At the end of any of your Movement ses, the Deathwing Apothecary can attempt to or revive a single model. Select a friendly DARK GELS INFANTRY or BIKER unit within 3" of the othecary. If that unit contains a wounded model, it nediately regains D3 lost wounds. If the chosen unit tains no wounded models but one or more of its dels have been slain during the battle, roll a D6. On - a single slain model is returned to the unit with 1 and remaining. If a Deathwing Apothecary fails to ve a model in this manner he can do nothing else the remainder of the turn (shoot, charge, fight etc.) e recovers the gene-seed of the fallen warrior. A unit only be the target of the Narthecium ability once in n turn.
FACTION KEYWORDS					-	-			S, DEATHWING
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, APO	THEC	ARY, TI	ERMI	INATOR

	D	EA	TH	[W]	ING	AN	NCI	EN'	T
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Deathwing Ancient	5"	3+	3+	4	4	5	3	8	2+ (5++)
The Deathwing Ancient	is a single m	odel arn	ned wit	h a pov	ver fist an	d storm	bolter. (Only on	e of this model may be included in your army.
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Storm bolter	24"	Rap	id Fire	2	4	0	1	-	
Chainfist	Melee	Mel	ee		x2	-4	2		n attacking with this weapon, you must subtract 1 the hit roll.
Lightning claw	Melee	Mel	ee		User	-2	1	mode	can re-roll failed wound rolls for this weapon. If a el is armed with two lightning claws, each time it s it can make 1 additional attack with them.
Power fist	Melee	Mel	ee		n attacking with this weapon, you must subtract 1 the hit roll.				
Thunder hammer	Melee	Mel	ee		x2	-3	3		n attacking with this weapon, you must subtract 1 the hit roll.
WARGEAR OPTIONS	storm	shield.			power fist power fist				two lightning claws or a thunder hammer and
ABILITIES	Unforg							Stori	m Shield: A model equipped with a storm shield has invulnerable save.
	DEATH within 6	IWING 5" of any	units h Death	ave +1 wing co	r: Friendly Attack wi ompany ba l has a 5+	hile the anners.		mode on th	port Strike: During deployment, you can set up this el in a teleportarium chamber instead of placing it ne battlefield. At the end of any of your Movement es this model can teleport into battle – set it up
	invulne	rable sa	ve.					anyw	where on the battlefield that is more than 9" from any models.
FACTION KEYWORDS	IMPEI	RIUM,	ADEF	TUS	ASTART	ES, D.	ARK AI	NGELS	5, DEATHWING
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, ANC	IENT,	TERM	INATO	DR

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Deathwing Champion	5"	2+	3+	4	4	5	3	8	2+ (5++)
The Deathwing Champion	is a single	model	armed v	vith a h	alberd of	f Caliba	n. Only	one of tl	his model may be included in your army.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Halberd of Caliban	Melee	Me	lee		+3	-4	D3	attac	n time the bearer fights, it can make D3 additional which with this weapon if the target unit contains 5 or e models.
ABILITIES	Unforg	iven (p	g 107)						ninator Armour: This model has a 5+ lnerable save.
	for this CHAR.	model i	in the Fi . In addi	ght pha ition, th	roll faile se if it ta is model when po	rgets a l must a		mod on th phas anyw	port Strike: During deployment, you can set up th el in a teleportarium chamber instead of placing it ne battlefield. At the end of any of your Movement ses this model can teleport into battle – set it up where on the battlefield that is more than 9" from enemy models.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, D	ARK A	NGELS	S, DEATHWING
KEYWORDS	CILLI								WING CHAMPION

	٣	ГЕН		EAT NA	THV TO	VIN R S		AD			
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Deathwing Terminator	5"	3+	3+	4	4	2	2	8	2+ (5++)		
Deathwing Sergeant	5"	3+	3+	4	4	2	3	9	2+ (5++)		
This unit contains 1 Death Rating +12). • Each Deathwing Termin • The Deathwing Sergeant	ator is arm	ed with	a power	fist an	d a storm	n bolter.		de up to s	5 additional Deathwing Terminators (Power		
WEAPON	RANGE	TYP			S	AP	D	ABILIT	IES		
Plasma cannon				is weap	on, choc		-	rofiles be	low.		
- Standard	36"	Hea	vy D3		7	-3	1	-			
- Supercharge	36"	Hea	vy D3		8	-3	2		hit roll of 1, the bearer is slain after all of this on's shots have been resolved.		
Storm bolter	24"	Rap	id Fire 2		4	0	1	-			
Chainfist	Melee	Mel	ee		x2	-4	2		n attacking with this weapon, you must subtract 1 the hit roll.		
Lightning claw	Melee	Mel	Melee		User	-2	1	mode	an re-roll failed wound rolls for this weapon. If a el is armed with two lightning claws, each time it it can make 1 additional attack with them.		
Power fist	Melee	Mel	Melee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.		
Power sword	Melee	Mel	ee		User	-3	1	-			
Thunder hammer	Melee	Mel	ee		x2	-3	3		n attacking with this weapon, you must subtract 1 the hit roll.		
WARGEAR OPTIONS	 Any n For ev Termi 	nodel m very five <i>nator H</i> nit may	ay replac models eavy We be acco	ce its po in the s apons li	ower fist squad, or	with a d ne Deatl	chainfist hwing T	erminato ark.	claws or a thunder hammer and storm shield. or may take a plasma cannon or an item from the inator Armour: Models in this unit have a 5+		
ADILITILU	Watche psychic that is a	r in the power a	Dark: Conffects a mied by a	unit of a Watcl	r game, i Deathwi her in the no effect	ng Terr e Dark,	ninators roll	invulnerable save.			
	(all other targets are affected normally). Remove the Watcher in the Dark model from play after this roll ha 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.								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.		
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, D	ARK A	NGELS	, DEATHWING		

							110	HT				
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Deathwing Knights	5"	3+	3+	4	4	2	2	8	2+ (3++)			
Knight Master	5"	3+	3+	4	4	2	3	9	2+ (3++)			
Each Deathwing KnightThe Knight Master is an	is armed w ned with a	vith a m flail of	ace of a the Unfo	bsolutio	on and a and a sto	storm sl orm shie	nield. eld.		nal Deathwing Knights (Power Rating +12).			
WEAPON	RANGE	TYP	ŧ		S	AP	D	ABILI				
Flail of the Unforgiven	Melee Melee				+2	-3	2	keep unit	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	Me	lee		x2	-2	3	-				
WARGEAR OPTIONS	• This u	nit may	be acco	mpanie	ed by a V	Vatcher	in the D	ark.				
ABILITIES	invulne: Telepor up this	Shield: Trable sa	Models i ve. e: Durin a telepor	g deplo [.] tarium	unit have yment, y chambe the end	rou can s r insteac	psych accor 3+ th are a mod succe	cher in the Dark: Once per game, if an enemy hic power affects a unit of Deathwing Knights that i mpanied by a Watcher in the Dark, roll a dice. On a ne power has no effect on this unit (all other targets ffected normally). Remove the Watcher in the Dark el from play after this roll has been made, whether essful or not. The Watcher in the Dark model t always remain as close to this unit as possible,				
	Movem it up an from an	ywhere	on the t	attlefie	s otherwise ignored for all other gaming purposes. ove the Watcher in the Dark if this unit is slain.							
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, DA	ARK A	NGELS	S, DEATHWING			
KEYWORDS	INFANTRY, TERMINATOR, DEATHWING KNIGHTS											



Driven on by the rage of an ancient betrayal, Deathwing Knights fight with a cold, vengeful fury.

							1.2				
		RAV	VEN	JW	INC	G A]	PO	ΓHI	ECARY		
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Ravenwing Apothecary	14"	3+	3+	4	5	5	3	8	3+		
A Ravenwing Apothecary is equipped with a plasma		model a	armed w	ith a C	orvus ha	mmer, a	bolt pis	tol, frag	grenades and krak grenades. His Space Marine bike		
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES		
Bolt pistol	12"	2" Pistol 1				0	1	-			
Plasma talon	When a	When attacking with this weapon, choose one of the profiles below.									
- Standard	18"	Ass	ault 2		7	-3	1	-			
- Supercharge	18"	Ass	ault 2		8	-3	2		a hit roll of 1, the bearer is slain after all of this oon's shots have been resolved.		
Ravenwing grenade launcher	When a	uttackin	g with tł	is weaj	pon, cho	ose one	of the p	rofiles b	elow.		
- Frag shell	24"	Ass	Assault D6		3	0	1	-			
- Krak shell	24"	Ass	Assault 2		6	-1	D3	-			
Corvus hammer	Melee	Me	Melee		+1	-1	1		n wound roll of 6+ made for this weapon causes D3 age instead of 1.		
Frag grenade	6"	Gre	Grenade D6		3	0	1	-			
Krak grenade	6"		enade 1		6	-1	D3	-			
WARGEAR OPTIONS	• This r	nodel n	nay repla	ce his j	plasma ta	alon with	n a Rave	nwing g	grenade launcher.		
ABILITIES		boost: \			u r, Jink (el Advar		6" to its	s Move o	characteristic for that Movement phase instead of		
Narthecium: At the end of any of your Movement phases, the Ravenwing Apothecary can attempt to revive a single model. Select a friendly DARK ANGELS INFANTRY or BIKER unit within 3" of the If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit co wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ model is returned to the unit with 1 wound remaining. If a Ravenwing Apothecary fails to revive a n manner he can do nothing else for the remainder of the turn (shoot, charge, fight etc.) as he recovers of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.											
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	ASTAR	ΓES, D	ARK A	NGEL	S, RAVENWING		
KEYWORDS	BIKE	R, CHA	RACT	ER, A	POTH	ECARY		1.0			

6 Power	R	AV	ENV	VINC	G A I	NCI	EN	Г				
NAME	М	WS	BS	S T	W	A	Ld	Sv				
Ravenwing Ancient	14"	3+	3+	4 5	5	3	8	3+				
The Ravenwing Ancient equipped with a plasma								renades and krak grenades. His Space Marine bike				
WEAPON	RANGE	TYP	E	S	AP	D	ABILI	TIES				
Bolt pistol	12"	Pist	ol 1	4	0	1	-					
Plasma talon	When a	uttacking	g with this	weapon, ch	oose one	of the pro	ofiles be	elow.				
- Standard	18"	Ass	ault 2	7	-3	1	-					
- Supercharge	18"	Ass	ault 2	8	-3	2		hit roll of 1, the bearer is slain after all of this on's shots have been resolved.				
Ravenwing grenade launcher	When a	uttacking	g with this	weapon, cho	clow.							
- Frag shell	24"	Ass	ault D6	3	0	1	-					
- Krak shell	24"	Ass	ault 2	6	-1	D3	-					
Corvus hammer	Melee	Me	lee	+1	-1	1		wound roll of 6+ made for this weapon causes D3 age instead of 1.				
Frag grenade	6"	Gre	nade D6	3	0	1	-					
Krak grenade	6"	Gre	enade 1	6	-1	D3	-					
WARGEAR OPTIONS	• This n	nodel m	ay replace	his plasma	alon wit	h a Raven	wing g	renade launcher.				
ABILITIES	Sacred	And They Shall Know No Fear, Jink (pg 107) Sacred Standard: Friendly RAVENWING units have +1 Attack while they are within 6" of any sacred standards.										
FACTION KEYWORDS							IGELS	, RAVENWING				
KEYWORDS				R, ANCIEN								

6 Power	RA	VENV	VING	G CH	IAM	PIC	ON				
NAME	M	WS BS	S 1	T W	A	Ld	Sv				
Ravenwing Champion	14"	2+ 3+	4 5	5 5	3	8	3+				
The Ravenwing Champion is equipped with a plasma t WFAPIN			odel may be		in your a	my.	g grenades and krak grenades. His Space Marine bike				
Bolt pistol	12"	Pistol 1		a Al 4 0		Abil	ITIES				
Plasma talon		tacking with th			•	- rofiles b	elow				
- Standard	18"	Assault 2	-	7 -3	-	-					
- Supercharge	18"	Assault 2	8	8 -3	3 2		a hit roll of 1, the bearer is slain after all of this oon's shots have been resolved.				
Blade of Caliban	Melee	Melee	+	-3 -3	3 D3	- '					
Frag grenade	6"	Grenade De	5 3	3 0	1	-					
Krak grenade	6"	Grenade 1	(6 -1	D3	-					
ABILITIES	Turbo-h Move ch	6" Grenade 1 6 -1 D3 - And They Shall Know No Fear, Jink (pg 107) Honour or Death: You can re-roll failed hit rolls for model in the Fight phase if it targets a CHARACTEE Turbo-boost: When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice. Honour or Death: You can re-roll failed hit rolls for model in the Fight phase if it targets a CHARACTEE In addition, this model must always perform a Heroir Intervention when possible.									
FACTION KEYWORDS	IMPER	IUM, ADEP	TUS ASTA	ARTES,	DARK A	NGEL	S, RAVENWING				
KEYWORDS	BIKER	, CHARACT	'ER, RAVE	ENWIN	G CHAN	PION	,				

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	OWE

RAVENWING BIKE SQUAD

NAME	М	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 boltgun.

• A Ravenwing Attack Bike is equipped with a twin boltgun 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 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 Ra • Up to t	wo Ravenwing Bik	nay replace l ers may take	his bolt an iter	t pistol w n from tl	a chainsword. rith an item from the <i>Sergeant Equipment</i> list. he <i>Special Weapons</i> list. ter with a multi-melta.
ABILITIES	Turbo-b	y Shall Know No D post: When this un aracteristic for that dice.	nit Advances	, add 6		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 f models including the Ravenwing Attack Bike.
FACTION KEYWORDS	IMPER	IUM, ADEPTU	S ASTART	ES, D	ARK AN	NGELS, RAVENWING
KEYWORDS	BIKER,	RAVENWING	BIKE SQU	AD	2.3	



Mounted upon their lightning-fast bikes, the Ravenwing roar into battle on the trail of the Fallen.

A Showed		RAVENWING ATTACK BIKE SQUAD											
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Ravenwing Attack Bike	14"	3+	3+	4	5	4	1	7	3+				
	g +6). Eac	h mode	l is equip s.						ike (Power Rating +3) or 2 additional Ravenwing olter, and is crewed by two Dark Angels armed w				
Bolt pistol	12"	Pist			4	0	1	-					
Heavy bolter	36"	Hea			5	-1	1	-					
Multi-melta	24"	Hea	Heavy 1			-4	D6	two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard t st result.				
Twin boltgun	24"	Rap	id fire 2		4	0	1	-					
Frag grenade	6"	Gre	nade D6		3	0	1	-					
Krak grenade	6"	Gre	nade 1		6	-1	D3	-					
WARGEAR OPTIONS	• Any n	nodel m	ay replac	ce its hea	vy bol	ter with	a multi-	melta.					
ABILITIES	And Th	ey Shall	Know I	No Fear,	Jink (j	pg 107)		Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead or rolling a dice.					
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	FUS AS	TAR	TES, DA	ARK A	NGELS	S, RAVENWING				
KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING BIKER, RAVENWING ATTACK BIKE SQUAD												

the former		RA			VIN ED			JD		
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 Raveny model is equipped with a he	0	1	r. It can	include	up to 4	additio	nal Rave	nwing I	Land Speeders (Power Rating +6 per model). Each	
WEAPON	RANGE	TYPE			S	AP	0	ABILI	TIES	
Assault cannon	24"	Hea	vy 6		6	-1	1	-		
Heavy bolter	36"	Hea	vy 3		5	-1	1	-		
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon automatically hits its target.	
Multi-melta	24"	Hea	vy 1		8	-4	D6	two o	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.	
Typhoon missile launcher	When a	ttacking	with th	nis weap	on, cho	ose one	of the pi	ofiles be	elow.	
- Frag missiles	48"	Hea	vy 2D6		4	0	1	-		
- Krak missiles	48"	Hea	vy 2		8	-2	D6	-		
WARGEAR OPTIONS	• Any m		ay take						r a heavy flamer. hoon missile launcher, a heavy bolter or	
ABILITIES	And Th Anti-gr characte contains	av Upwaristic of	ash: Mo 20", in	odels in stead of	this uni	t have a		Explodes: If a model in this unit is reduced to 0 wound 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	IMPEF	RIUM,	ADEP	TUS A	STAR	TES, D	ARK A	NGELS	S, RAVENWING	
KEYWORDS	VEHIC	CLE, LA	AND S	PEEDI	ER, FLY	, RAV	ENWI	NG LA	ND SPEEDER	

T rowst	F	RAVENWING DARKSHROUD										
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Ravenwing Darkshroud	12"	3+	3+	4	6	9	3	8	3+			
A Ravenwing Darkshroud	s a single	model	equippe	d with a	heavy b	olter.	2835					
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES			
Assault cannon	24"	Hea	avy 6		6	-1	1	-				
Heavy bolter	36"	Hea	avy 3		5	-1	1	-				
WARGEAR OPTIONS	• This r	nodel m	nay repla	ce its h	eavy bol	ter with	an assat	ılt canno	on.			
ABILITIES	from an	Old Ca by hit ro riendly	lls they	make fo	r shooti	nust subt ng attack vithin 6"	ts that	roll a a 6 it	lodes: If a model in this unit is reduced to 0 wounds a D6 before removing it from the battlefield. On t explodes, and each unit within D6" suffers D3 tal wounds.			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	TES, DA	ARK A	NGELS	S, RAVENWING			
KEYWORDS	VEHI	TEI	ANDS	DEED		DAV	ENIM		ARKSHROUD			

tower	N	EP.	F UU	.IN	I JE	IFI	GH	TE	K	Some of this model's it suffers damage, as	s characteristi shown below	cs chang :		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS		
Nephilim Jetfighter	*	6+	*	6	6	10	3	8	3+	6-10+	20-50"	3+		
A Nephilim Jetfighter is a and two blacksword miss			pped wit	h an av	enger m	ega bolte	er, a twi	n heavy	bolter,	3-5 1-2	20-35" 20"	4+ 5+		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Avenger mega bolter	36"	Hea	vy 10		6	-1	1	-						
Blacksword missile launcher	36"	Hea	vy 1		7	-3	2	-						
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-						
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-						
WARGEAR OPTIONS	• This r	nodel m	ay repla	ce its av	venger n	nega bol	ter with	a twin la	ascanno	on.		1424		
ABILITIES	it on th how far straight the init its Mov	onic: Ea e spot uj the mo forward ial pivot	p to 90° del mov ds. Note . When cteristic	(this do es), and that it o this mo	odel mov oes not c l then m cannot p odel Adv until the	ontribut ove the vivot aga ances, ir	ne to model in after acrease	wher cann Cras roll a on a suffe	 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. 					
	hit rolls		cks that		nust subt this mod			charg	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	IMPE	RIUM,	ADEP	TUS A	STAR	TES, DA	ARK A	NGELS	S, RAV	ENWING				

elt 9 rower		RA	VE		VIN ALC		DAF	RK		DAMAGE Some of this m it suffers dama	odel's char ge, as show	acterist vn belov	tics change w:		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	RIFT VOR		
Ravenwing Dark Talon	*	6+	*	6	6	10	3	8	3+	6-10+	20-40"	3+	3+		
A Ravenwing Dark Talon i	s a single 1	model e	quipped	with tw	vo hurric	ane bol	ters and a	a rift ca	innon.	- 3-5 1-2	20-30" 20"	4+ 5+	4+ 5+		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-2	20	51	51		
Hurricane bolter	24"	Rap	id Fire 6		4	0	1	-							
Rift cannon	18"	Hea	vy D3		10	-3	3	and o or be	consult t eats the r	ers any damage fro the damage table a relevant number i it suffers a furthe	above. If the n the Rift V	e result ortex co	equals olumn,		
	a stasis Movem moved, roll a D maximu	bomb as ent pha pick on 6 for ead um of 10	s it flies o se. After e enemy ch mode) dice). H	over an the Ra unit th l in the or each	this mod enemy u venwing nat it flew enemy u n roll of a	unit in it Dark T v over. T unit (up	ts alon has 'hen, to a	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 J Movem Move cl phase, a	Jet: Befo ent pha haracter and it lo onic abil	se, you c istic bec ses the A ities unt	nodel n an decl omes 2 irborn	noves in are it wil 0" until t e, Hard t eginning	ll hover. he end o Hit ar	of the nd	 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. 							
		for atta	cks that		ust subt his mod			when	•	n: You can add 1 t ng an enemy in th					
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, DA	ARK AN	IGELS	S, RAV	ENWING					
KEYWORDS	VEIL		LY, RAY		INCO	ADIZI	ILL ONL								



With a thunderous roar the Dark Talon knifes through the sky, spitting reality-tearing beams of energy from its rift cannon.

	118 1636	1.1.2%	1.91.91.00	11.12	119.11.19	(24/3)	La.K	and he	
T Court		RA	VE		VIN IIGF			СК	
NAME	М	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+
	tional Rave	enwing	Black K	nights	(Power R	ating +	17). Ead	ch mode	up to 2 additional Ravenwing Black Knights (Powe r el is armed with a Corvus hammer, a bolt pistol, frag lon.
WEAPON	RANGE	TYP			S	AP	D	ABIL	
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Plasma talon	When a	ttacking	g with th	is wea	pon, choc	se one	of the p	rofiles b	elow.
- Standard	18"	Ass	ault 2		7	-3	1	-	
- Supercharge	18"	Ass	ault 2		8	-3	2		a hit roll of 1, the bearer is slain after all of this pon's shots have been resolved.
Ravenwing grenade launcher	When a	ttacking	g with th	is wea	pon, choc	se one	of the p	rofiles b	elow.
- Frag shell	24"	Ass	ault D6		3	0	1	-	
- Krak shell	24"	Ass	ault 2		6	-1	D3	-	
Corvus hammer	Melee	Mel	ee		+1	-1	1		n wound roll of 6+ made for this weapon causes D3 age instead of 1.
Power axe	Melee	Mel	ee		+1	-2	1	-	
Power lance	Melee	Mel	ee		+2	-1	1	-	
Power maul	Melee	Mel	ee		+2	-1	1	-	
Power sword	Melee	Mel	ee		User	-3	1	-	
Frag grenade	6"	Gre	nade Do	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
Melta bomb	4"	Gre	nade 1		8	-4	D6		can re-roll failed wound rolls for this weapon if the et is a VEHICLE .
WARGEAR OPTIONS	grenae • The R power	de laund avenwir lance.	her. 1g Hunt	master		ace his (Corvus	Knight	may replace his plasma talon with a Ravenwing r with a power sword, power axe, power maul or
ABILITIES			-		ar, Jink (p			Mov	bo-boost: When this unit Advances, add 6" to its ve characteristic for that Movement phase instead of ng a dice.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS	ASTART	ES, DA	ARK A	NGEL	S, RAVENWING
KEYWORDS					LACK K				

	9. Starte	R. Salar	98224	1-1500	13252	1.55%	1.2%	12/20	
6 Sower	S	RA SPE	VE ED	ENV ER	VIN VEI	IG I NG	LAN EAI	ND NCI	5
NAME	М	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	Vengear	ice is a si	ingle mo	odel equ	ipped w	rith a hea	avy bolt	er and a	plasma storm battery.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	lies
Assault cannon	24"	Hea	vy 6		6	-1	1	-	
Heavy bolter	36"	Hea	vy 3		5	-1	1	-	
Plasma storm battery	When a	attacking	g with th	is weap	on, cho	ose one o	of the p	rofiles be	low.
- Standard	36"	Hea	vy D6		7	-3	2	-	
- Supercharge	36"	Hea	vy D6		8	-3	3	3 mo been	a make one or more hit rolls of 1, the bearer suffers rtal wounds after all of this weapon's shots have resolved, and the plasma storm battery cannot be for the rest of the battle.
WARGEAR OPTIONS	• This r	nodel m	ay repla	ce its he	avy bol	ter with	an assau	ult canno	on.
ABILITIES	And Th	ney Shal	Know	No Fear	, Jink (p	og 107)		21993	
						wounds fers D3 1			e removing it from the battlefield. On a 6 it
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, DA	ARK A	NGELS	, RAVENWING
KEYWORDS	VEHI	CLE, L	AND S	PEEDI	ER, FLY	, RAV	ENWI	NG LAI	ND SPEEDER VENGEANCE



The plasma storm battery mounted upon a Land Speeder Vengeance unleashes an incinerating storm of super-heated matter.

20 Power			FC RE	RT DE	RE MP	SS TIC	OF DN			DAMAGE Some of this model's char: it suffers damage, as show	acteristics change a 'n below:	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	BS	
Fortress of Redemption	0	-	*	0	10	30	0	9	3+	21-30+	5+	
A Fortress of Redemption i redemption missile silo.	Ũ			with a t						11-20 1-10	6+ 7+	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	IES			
Heavy bolter	36"	Hea	vy 3		5	-1	1	-				
Redemption missile silo	When a	ttacking	g with th	is weapo	n, choo	ose one	of the pr	ofiles be	low.			
- Fragstorm missile	18-96"		vy 2D6		4	0	1	-				
- Krakstorm missile	18-96"	Hea	vy D6		8	-3	D3	-				
Twin Icarus lascannon	96"	Hea	vy 2D6		9	-3	D6	targe	ts that c	nit rolls made for this weapon an FLY . Subtract 1 from the on against all other targets.		
WARGEAR OPTIONS	This model may take up to four heavy bolters.											
	nor can automa not mal if there	it fight tically h ke hit ro are ener n still ta	in the Fi it this m lls. How ny mod- rget ene	cannot m ght phas odel in tl ever, this els withir my units	e. Ener he Figh mode n 1" of i s that a	my modent phase I can stil it, and fr	els – do Il shoot riendly	woun and b maga D6 m Desig	nds, roll pefore ar zine exp nortal wo gner's N	cplosion: If this model is red a D6 before removing it from by embarked models disembar bolodes, and each unit within bounds. Note: If you cannot physically our battlefield when it is desta	n the battlefield ark. On a 6 its 2D6" suffers	
	only tar equally Fire Po shoot in line of s this eve	ed insid get the r close, ye ints: 15 n their S ight fro n if ener	e this m nearest v ou may o models hooting m any p ny mod	odel, eac risible en choose w embarke phase, m pint on th els are wi	h of its emy. If hich is d in the neasurin his mo- ithin 1'	weapor two unit targeted is mode ng and c del. The " of this	ns can its are 1. I can Irawing y can do model.	for ex wheth that <u>t</u> can n	cample, a her its m boint on, o longer	it is glued to the surface) then agazine explodes or not, it is models can no longer embar shoot etc.	royed (because, e regardless of wrecked – from k inside it, it	
TRANSPORT	embark only tar equally Fire Poi shoot in line of s this eve This mo maximu Designo	ed insid get the r close, ye ints: 15 n their S ight fro n if ener odel can um of 30 er's Not	e this m mearest v bu may o models hooting m any p my mod transpo models models models	odel, eac risible en choose w embarke phase, m boint on tl els are wi rt any nu you emb	h of its emy. If hich is d in the his modithin 1' umber of park modithin 1	is weapor it two unit targeted is mode ng and c del. The " of this of INFA	ns can its are d. l can drawing y can do model. NTRY C	for ex wheth that <u>p</u> can n CHARA	ample, i her its m point on, o longer CTERS edemptid	it is glued to the surface) then bagazine explodes or not, it is models can no longer embar shoot etc. and one other INFANTRY to on, you may find it useful to p	royed (because, e regardless of wrecked – from k inside it, it unit, up to a	
TRANSPORT FACTION KEYWORDS	embark only tar equally Fire Poi shoot in line of s this eve This mo maximu Designo	ed insid get the r close, ye ints: 15 n their S ight fro- n if ener odel can um of 30 er's Not	e this m nearest v bu may o models hooting m any p ny mod transpo m models e: When tlements	odel, eac risible en choose w embarke phase, m oint on th els are wi rt any nu	h of its emy. If hich is d in the his modithin 1' umber of park modithin 1	is weapor it two unit targeted is mode ng and c del. The " of this of INFA	ns can its are d. l can drawing y can do model. NTRY C	for ex wheth that <u>p</u> can n CHARA	ample, i her its m point on, o longer CTERS edemptid	it is glued to the surface) then bagazine explodes or not, it is models can no longer embar shoot etc. and one other INFANTRY to on, you may find it useful to p	royed (because, regardless of wrecked – from k inside it, it unit, up to a	



Grim of aspect, bearing aloft the heraldry of their secretive past, the Dark Angels charge the traitors of the Black Legion.

SPACE WOLVES

With blood-chilling howls the warriors of the Space Wolves hurl themselves into battle, hacking and tearing with a primal, predatory ferocity. Mighty warriors whose deeds and sagas stretch back to the dawn of the Imperium, the Sons of Russ are amongst Humanity's most redoubtable defenders.

Savage warriors hailing from the icy death world of Fenris, the Space Wolves are a stubbornly individualistic Chapter who have little patience for the petty bureaucracies of the Imperium. They fight to honour the memory of their lost Primarch, Leman Russ, and to deliver the wrath of the Emperor of Mankind – known to them as the Allfather. The legends told of the Space Wolves are beyond count, for they have battled across the galaxy since the earliest days of the Imperium, falling upon those who would threaten Humanity with unbridled aggression.

Space Wolves certainly appear little more than barbarous savages at first glance, with their untamed manes bound up with runestones, and their storm-grey armour bedecked with totems and killtrophies. Any such belief quickly evaporates in the face of a Space Wolf assault, however, for the Sons of Russ fight with a vicious, predatory cunning. Individualistic by nature, the Wolves eschew much of the Codex Astartes, preferring to organise their armies according to their own ancient ways.

The youngest and most inexperienced of the Wolves are known as Blood Claws, and learn to master their berserker rage in the gore-strewn arena of melee combat. Older, more seasoned warriors join the ranks of the Grey Hunters, wily and adaptable killers who have fought upon countless battlefields. Only the wisest and most capable live long enough to earn their place amongst the Long Fangs, those venerable grey-hairs who punish the enemy from afar with pinpoint barrages from their heavy weapons, or the Wolf Guard, loyal veterans that serve under each Great Company's Wolf Lord. Unlike most other Space Marines Chapters, the Space Wolves source their scouts from within the ranks of their veteran fighters, rather than assigning the role to neophytes. These Wolf Scouts drift like wraiths behind the enemy line, wreaking bloody havoc upon their supply chain with acts of sabotage and well-timed assassinations.

The Space Wolves favour aggressive, rapid assaults. They utilise a number of unique and devastatingly powerful war assets to tear the throat from the enemy before they can bring their guns to bear. Thunderwolf Cavalry bound across the battlefield, the slavering jaws of these monstrous wolf-steeds as deadly a weapon as the swords and guns of the Space Marines who sit astride them. Stormwolf assault craft swoop down upon the foe, helfrost cannons firing even as Blood Claws leap from their landing ramps with joyful roars bursting from their lungs. Rune Priests summon the



howling gales and lightning storms of Fenris to send vortexes of primal destruction tearing through the enemy's ranks. Wolf Lords whose acts are told and retold by the Chapter's skalds in epic verse forge new sagas upon the corpses of their enemies, carving a red path through all who dare challenge them.

CURSE OF THE WULFEN

All Space Wolves are marked by a flaw in their gene-seed, a strain of mutation known as the Canis Helix. This abnormality is what grants the warriors of this Chapter their feral, lupine appearance, and invests them with the predatory rage that makes them so fearsome in battle. In some unfortunate Space Wolves, it bestows a far darker change. The body mutates and twists agonisingly, bones reforming, canines elongating and thick fur piercing its way through flesh. Wracked by unimaginable pain, the unfortunate victim is overwhelmed by the curse of his tainted blood, and becomes one of the feral monsters known as the Wulfen. Most of these blood-maddened creatures roam the wilds of Fenris, ever searching for fresh prey to rip apart with their razor-sharp jaws, but a number have been captured by the Space Wolves and confined to the lower levels of the Chapter's fortress monastery, the Fang. There they are armed and armoured, and kept under watchful guard until such a time that they can be unleashed on the Space Wolves' foes. Only the venerable and wise Wolf Priests can maintain a modicum of control over these monsters in battle, where their feral savagery can be unleashed upon enemy formations with gory results.

UNTAMED WOLVES

The Space Wolves' most famous act of devastation occurred upon Prospero, home world of the traitorous Thousand Sons Legion. This gleaming paradise was burned to ashes by the vengeful Wolves after the Primarch Magnus the Red was found guilty of using sorcerous powers forbidden by the Emperor. In truth it was the Warmaster Horus who tricked Leman Russ and his Legion into sacking Prospero against their father's wishes, but nevertheless it ignited a bitter hatred between the Space Wolves and the Thousand Sons that exists to this day.

Ever short-tempered and stubborn, the Wolves of Fenris have made enemies within the Imperium as well as without. Long has the Inquisition desired to bring them to heel, frustrated by their wilful and rebellious nature, and suspicious of their strange rituals and unnatural appearance. An ancient animosity also exists between the Spaces Wolves and the Dark Angels Chapter, and has brought the two Imperial forces to the brink of open hostility on more than one occasion.





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 1 (pg 58)
- Land Raider Crusader 1 (pg 59)
- Land Raider Excelsior ¹ (pg 61)
- Land Raider Redeemer ¹ (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)
- ¹ 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 helfrost 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 **PSYCHIC POWER** 03

Storm Caller

Storm Caller has a warp charge value of 6. If manifested,

1 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

Tempest's Wrath has a warp charge value of 6. If manifested,

2 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

Jaws of the World Wolf has a warp charge value of 7. If

manifested, pick an enemy unit within 18" of the psyker, 3 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

		L	OG.	AN	GR	RIM	NA	R	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Logan Grimnar	5"	2+	2+	4	4	7	5	9	2+ (4++)
Logan Grimnar is a sing	gle model arn	ned witl	n the Ax	e Mork	ai and a s	storm b	olter. Yo	ur army	can only include one LOGAN GRIMNAR.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Storm bolter	24"	Rap	oid Fire 2	!	4	0	1	-	
The Axe Morkai	When a	ttackin	g with th	is weap	pon, cho	ose one	of the pr	ofiles b	elow.
- One-handed	Melee	Me	lee		+2	-3	D3	-	
- Two-handed	Melee	Me	lee		x2	-3	3		en attacking with this weapon, you must subtract 1 a the hit roll.
ABILITIES	And Th	ney Shal	ll Know	No Fea	r (pg 130))		Belt	of Russ: Logan Grimnar has a 4+ invulnerable save
		SPACE	E WOLV		oll failed its that ar			Loga of pl your	port Strike: During deployment, you can set up un Grimnar in a teleportarium chamber instead acing him on the battlefield. At the end of any of Movement phases he can use a teleport strike
	•	friend	y WOLI		not need RD units			on th	rive on the battlefield – set him up anywhere ne battlefield that is more than 9" away from any ny models.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	TES, SP	ACE W	OLVE	2S
KEYWORDS	CHAR	ACTER	INFAN	TRY.	CHAPTI	ER MAS	TER. T	ERMIN	ATOR, WOLF LORD, LOGAN GRIMNAR

		L			GF orm			R		DAMAGE Some of this m it suffers dama		naracteristics change own below:
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	ADDITIONAL ATTACK
Logan Grimnar on Stormrider	*	2+	2+	4	6	12	5	9	3+ (4++)	7-12+	10" 7"	6 5
Logan Grimnar on Stormri with the Axe Morkai and a Thunderwolves, Tyrnak an include one LOGAN GRIM	storm bolt d Fenrir, w	er. Storn	nrider is	drawn	n into ba	ttle by t	he High	King's	trusty		4"	4
WEAPON	RANGE	TYPE			S	AP	D	ABI	LITIES			
Logan Grimnar												
Storm bolter	24"		d Fire 2		4	0	1	-				
The Axe Morkai	When a	0		is weap	on, cho		1	ofiles	below.			
- One-handed	Melee	Mele	ee		+2	-3	D3	-				
- Two-handed	Melee	Mele	ee		x2	-3	3		nen attack m the hit i	ing with this wea roll.	ipon, you	must subtract 1
Tyrnak and Fenrir												
Flurry of teeth and claws	Melee	Mele	e		5	-1	1	you of a	ı can attac additional	Grimnar makes l k with Tyrnak au attacks as showr this weapon proj	nd Fenrir n in the d	. Make a number
ABILITIES	And Th	ey Shall	Know N	No Fea	r (pg 130))		Bel	t of Russ:	Logan Grimnar	has a 4+	invulnerable save.
	Chapter friendly Logan G	SPACE	WOLV					test		f Fenris: You do adly WOLF GUA aar.		
	Alpha P this mod		s: You c	an re-r	oll failed	l charge	rolls for					
FACTION KEYWORDS	IMPER	RIUM,	ADEPT	TUS A	STAR	TES, SP	ACE W	OLV	ES			1.1.1.1.1.1.1.1.1.1
KEYWORDS	CHARA	CTER.	VEHIC	LE, CH	ТАРТЕ	RMAST	ER. ST	ORME	RIDER, W	OLF LORD, LC	GAN GI	RIMNAR

					JNDE				
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Wolf Lord on Thunderwolf	10"	2+	2+	4	5	7	4	9	3+ (4++)
A Wolf Lord on Thunderwo Thunderwolf, who attacks v					chainswo	ord, bo	lt pistol,	frag gre	nades and krak grenades. He rides to battle atop
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Wolf Lord									
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Boltgun	24"	Rap	id Fire 1		4	0	1	-	
Plasma pistol	When a	ttacking	g with th	is weap	on, choo	se one	of the pr	ofiles be	elow.
- Standard	12"	Pist	ol 1		7	-3	1	-	
- Supercharge	12"	Pist	ol 1		8	-3	2	On a	hit roll of 1, the bearer is slain.
Chainsword	Melee	Mel	ee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.
Frag grenade	6"	Gre	nade D6	i	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
Thunderwolf									
Crushing teeth and claws	Melee	Mel	ee		5	-1	1	attac	a model on this mount makes its close combat ks, you can attack with its mount. Make 3 tional attacks, using this weapon profile.
WARGEAR OPTIONS	• This n	nodel m	ay repla	ce its bo		with a l	ooltgun,	rom the plasma	Space Wolves Melee Weapons list. pistol, storm shield or an item from the Space
ABILITIES	And Th	ey Shal	l Know	No Fea	r (pg 130)		Belt	of Russ: This model has a 4+ invulnerable save.
					nit rolls o 6" of this		1		n Shield: A model equipped with a storm shield 3+ invulnerable save.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, SP	ACEW	OLVE	s
KEYWORDS	CANA	DV C	TIADA	OTED	THUN	DEDU	VOLE	WOLF	LOBD



Mounted upon his chariot, Stormrider, Logan Grimnar leads his Champions of Fenris into battle.

	l	RAC	GNA	AR I	BLA	ACK	KM	ANI	E
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Ragnar Blackmane	6"	2+	2+	4	4	5	5	9	3+ (4++)
Svangir	12"	3+	7+	4	4	1	3	4	6+
Ulfgir	12"	3+	7+	4	4	1	3	4	6+
Ragnar Blackmane is a sing	gle model :	armed w	vith Fros	tfang, a	bolt pist	tol, frag	grenade	es and kr	ak grenades. Only one of this model may be

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	ТҮРЕ	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 The	ey Shall Know No H	ear (pg 130)		Jarl of Fenris: You can re-roll hit rolls of 1 for friendly SPACE WOLVES units within 6" of Ragnar Blackmane.					
	Belt of R invulnera	uss: Ragnar Blackr able save.	nane has a 4	+		Insane Bravado: Ragnar Blackmane can perform a Heroic Intervention if he is within 6" of an enemy unit					
	for friend	vl: You can re-roll f lly SPACE WOLVI Blackmane.	0		of	instead of only 3", and if he does so he can move 6" rather than 3".					
FACTION KEYWORDS	IMPER	IUM, ADEPTUS	ASTART	ES, SP	ACE W	VOLVES					
KEYWORDS	CHARACTER, INFANTRY, WOLF LORD, RAGNAR BLACKMANE										

	ŀ	KR	OM	DR	RAC	106	NGA	ZE	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Krom Dragongaze	6"	2+	2+	4	4	5	5	9	3+ (4++)
Krom Dragongaze is a sing included in your army.	le model ar	med w	ith Wyrn	nclaw, a	bolt pis	stol, frag	g grenade	s and kra	ak grenades. Only one of this model may be
WEAPON	RANGE	TYP	E		S	AP	D	ABILITI	ES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Wyrmclaw	Melee	Me	ee		+2	-2	D3	-	
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
ABILITIES	Jarl of F	enris:	l Know M You can r ES units	e-roll h	it rolls o	of 1 for t		Dragor their L Belt of	erce-eye: Enemy units that are within 3" of Krom ngaze at the start of the Morale phase must reduce eadership by 1 for the duration of the phase. f Russ: Krom Dragongaze has a 4+ erable save.
FACTION KEYWORDS	IMPER	IUM,	ADEPT	TUS A	START	TES, SP	ACEW		
KEYWORDS	CHAR	ACTE	R INFA	NTRY	woi	FLOR	D KRO	OM DR	AGONGAZE

						4			F			
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Harald Deathwolf	10"	2+	2+	4	5	7	4	9	3+ (3++)			
Harald Deathwolf is a single Icetooth, who attacks with c									grenades. He rides to battle atop his Thunderwolf l in your army.			
WEAPON	RANGE	RANGE TYPE S AP D ABILITIES										
Harald Deathwolf												
Bolt pistol	12"	Pist	ol 1		4	0	1	-				
Glacius	Melee	Mel	ee		+2	-2	2	weap	nodel suffers any unsaved wounds from this on but is not slain, roll a D6; on a 6, the target rs a mortal wound.			
Frag grenade	6"	Gre	nade D6	ó	3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
Icetooth												
Crushing teeth and claws	Melee	Mel	ee		5	-1	1	attac	a model on this mount makes its close combat ks, you can attack with its mount. Make 3 tional attacks, using this weapon profile.			
ABILITIES	And Th	ney Shal	l Know	No Fear	(pg 130))			of Fenris: You can re-roll hit rolls of 1 for friendly CE WOLVES units within 6" of Harald Deathwolf.			
	Harald placing Movem so that	Deathw him on ent pha he is wit	olf ready the batt ses he ca hin 12"	n join th of any ba	ank his t the en t battle ttlefiel	prey in nd of an e – set h d edge c	stead of y of your im up	units Cybe Haral	of the Wolfkin: All friendly THUNDERWOLF and friendly units of Fenrisian Wolves or rwolves within 6" in the Morale phase can use ld Deathwolf's Leadership instead of their own.			
		Shield: I erable sa		Deathwol	f has a	3+		throw	vs you make for Harald Deathwolf against ting attacks.			
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS AS	TART	TES, SP	ACE W	OLVE	S			
KEYWORDS	CANA	IDV C	TTADA	OTED	TITT	IDEDI		IOLE	LORD, HARALD DEATHWOLF			



Hot-blooded and deadly, Wolf Lord Krom Dragongaze advances at the head of his warriors.

		CA	ANI	SV	VO]	LFE	BOR	RN_	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Canis Wolfborn	10"	2+	5+	4	5	6	4	8	3+
Canis Wolfborn is a single r Thunderwolf, Fangir, who a									krak grenades. He rides to battle atop his be included in your army.
WEAPON	RANGE	TYPE	U		S	AP	D	ABILIT	
Canis Wolfborn									
Bolt pistol	12"	Piste	ol 1		4	0	1	-	
Wolf claw	Melee	Mel	ee		+1	-2	1	A mo	can re-roll failed wound rolls for this weapon. odel armed with two wolf claws can make 1 ional attack with this weapon.
Frag grenade	6"	Gree	nade D6		3	0	1	-	
Krak grenade	6"	Gree	nade 1		6	-1	D3	-	
Fangir Crushing teeth and claws	Melee	Mel	ee		5	-1	1	attacl	a model on this mount makes its close combat ks, you can attack with its mount. Make 3 ional attacks, using this weapon profile.
ABILITIES	And Th	ey Shall	Know	No Fea	r (pg 130))		Alpha	a Predator: You can re-roll failed charge rolls for
	Born of claws or phase fo Fenrisia 6" of Ca	crushir or all frie n Wolve	ng teeth endly me es or Cyl	and cla odels in berwolv	ws attacl THUN ves units	c in the DERW that are	Fight O LF ,	Chan rolls o	npion of the Deathwolves: You can re-roll wound of 1 for friendly SPACE WOLVES units that are n 6" of Canis Wolfborn.
FACTION KEYWORDS	IMPE					-	ACE W	OLVE	S
KEYWORDS	CAVA	RY. C	HARA	CTER.	THUN	IDERV	VOLE	WOLE	GUARD, CANIS WOLFBORN



Canis Wolfborn has a unique affinity with the wolves of Fenris, and puts this to deadly effect upon the field of battle.

	RUNE PRIEST													
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Rune Priest	6"	2+	3+	4	4	4	3	9	3+ (5++)					
A Rune Priest is a single	e model armeo	l with a	runic ax	ke, bolt	pistol, fra	g gren	ades and	krak gr	enades.					
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Bolt pistol	12"	Pist	ol 1		4	0	1	-						
Plasma pistol	When a	ttacking	g with th	is wear	on, choo	se one	of the pro	ofiles be	elow.					
- Standard	12"	Pist	ol 1		7	-3	1	-						
- Supercharge	12"	Pist	ol 1		8	-3	2	On a	hit roll of 1, the bearer is slain.					
Runic axe	Melee	Me	ee		+1	-2	D3	-						
Runic stave	Melee	Me	ee		+2	-1	D3	-						
Runic sword	Melee	Me	ee		User	-3	D3	-						
Frag grenade	6"	Gre	nade De	5	3	0	1	-						
Krak grenade	6"	Gre	nade 1		6	-1	D3	-						
	 This r This r This r 	nodel n nodel n nodel n	nay repla nay take	ice its r ice its b a jump	unic axe olt pistol pack (Po	with a wer Ra	plasma p	istol or	unic sword. an item from the <i>Space Wolves Combi-weapons</i> list bes, its Move characteristic becomes 12" and it					
ABILITIES	gains the JUMP PACK and FLY keywords. 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 u high in the skies, ready to strike, instead of being plaw on the battlefield. If it is, it can make a sudden assault to arrive on the battlefield at the end of any of your 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". Movement phases; when it does so set it up anywhere that is more than 9" from any enemy models.													
	Psychic tests yo	: Hood: u make	You can for a mo	add 1 del equ	ipped wi	th a ps		Move	ement phases; when it does so set it up anywhere					
PSYKER	Psychic tests yo hood ag This mo	Hood: u make gainst an odel can power	You can for a mo enemy attempt in each e	add 1 odel equ PSYKI to mar	upped wi E R within nifest two	th a ps 12". psychi	ychic c powers	Move that is in each	ement phases; when it does so set it up anywhere					
PSYKER Faction keywords	Psychic tests yo hood ag This mo psychic disciplii	Hood: u make gainst ar odel can power ne (pg 1	You can for a mo enemy attempt in each e 31).	add 1 odel equ PSYKI to man enemy l	upped wi E R within nifest two	th a ps 12". psychi hase. It	ychic c powers knows th	Move that is in each ae Smite	ement phases; when it does so set it up anywhere s more than 9" from any enemy models. n friendly Psychic phase, and attempt to deny one e power and one psychic power from the Tempesta					



Rune Priests howl invocations to harness and unleash the powers of the storm upon their foes.

		RUNE PRIEST in terminator armour											
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Rune Priest in Terminator Armour	5"	2+	3+	4	4	5	3	9	2+ (5++)				
A Rune Priest in Termin	ator Armour	is a sing	gle mod	el armec	l with a 1	runic a:	ke and st	torm bo	lter.				
WEAPON	RANGE TYPE S AP D								ITIES				
Storm bolter	24"	24" Rapid Fire 2 4 0 1						-					
Runic axe	Melee	Mel	ee		+1	-2	D3	-					
Runic stave	Melee	Mel	ee		+2	-1	D3	-					
Runic sword	Melee	Mel	ee		User	-3	D3	-					
ABILITIES	This rThis r	nodel n nodel n	nay repla nay repla	ace its ru ace its st		with a r ter with	unic sta	n from th Runi	runic sword. he <i>Space Wolves Combi-weapons</i> list. ic Terminator Armour: A model equipped with c Terminator armour has a 4+ 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". Teleport Strike: During deployment, yo model in a teleportarium chamber inster on the battlefield. At the end of any of yo phases this model can use a teleport stril the battlefield – set it up anywhere on th												
PSYKER	is more than 9" away from any enemy models. This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny o psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and one psychic power from the Temp												
	discipline (pg 131). IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES												
FACTION KEYWORDS			ADEP	TUS A	START	'ES, SF	ACE W	VOLVE	es				

	RUNE PRIEST ON BIKE													
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Rune Priest on Bike	14"	4	5	5	3	9	3+							
			d with a	runic a	axe, bolt j	pistol, fi	rag grena	ades and	l krak grenades. He rides into battle on a Space					
Marine bike equipped wi WEAPON	RANGE	S	AP	D	ABILITIES									
Bolt pistol	12"	Pist	ol 1		4	0	1	-						
Plasma pistol	When a	ttacking	, with th	is weap	oon, choo	ose one	of the pi	rofiles be	elow.					
- Standard	12"	Pist	ol 1	-	. 7	-3	1	-						
- Supercharge	12"	Pist	ol 1		8	-3	2	On a	hit roll of 1, the bearer is slain.					
Twin boltgun	24"	Rap	id Fire 2	:	4	0	1	-						
Runic axe	Melee	Mel	ee		+1	-2	D3	-						
Runic stave	Melee	Mel	ee		+2	-1	D3	-						
Runic sword	Melee	Mel	ee		User	-3	D3	-						
Frag grenade	6"	Gre	nade Dé	5	3	0	1	-						
Krak grenade	6"	Gre	nade 1		6	-1	D3	-						
WARGEAR OPTIONS	This rThis r	nodel n nodel n	ay take ay repla	runic a ce its r	unic axe				unic sword. an item from the <i>Space Wolves Combi-weapons</i> lis					
ABILITIES		See.			r (pg 130		Witch		c Armour: A model equipped with runic armour 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".								o-boost: When this model Advances, add 6" to its e characteristic for that Movement phase instead o g a dice.					
PSYKER		power i	n each e						n friendly Psychic phase, and attempt to deny one e power and one psychic power from the Tempesta					
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, SF	ACE W	OLVE	S					
KEYWORDS	BIKE	CHA	RACT		SYKER,	RUNI	PRIF	ST						

-7 -0000		NJA	AL S	то	RN	1C/	ALI	ER	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Njal Stormcaller	6"	2+	2+	4	4	5	3	9	2+ (5++)
Njal Stormcaller is a single his psyber-raven, Nightwii									renades and krak grenades. Njal is accompanied by
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Nightwing	12"	Assa	ault D6		3	0	1	-	
Staff of the Stormcaller	Melee	Melee			+2	-1	D3	-	
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
ABILITIES			l Know N sts: You o		.10		ic tests		c Armour: Njal Stormcaller has a 5+ nerable save.
	Psychic	Hood: 1 make	jal Storm You can for Njal S n 12".	add 1 to				Deny	of the Stormcaller: You can re-roll one failed the Witch test for Njal Stormcaller in each of you nent's Psychic phases.
PSYKER	two psyc	chic pov		ach enen		1	· 1		n each friendly Psychic phase, and attempt to deny e <i>Smite</i> power and three psychic powers from the
FACTION KEYWORDS	IMPER	RIUM,	ADEPT	US AS	TART	'ES, SP	ACE W	OLVE	S
KEYWORDS	CHAR	ACTE	R. INFA	NTRY	RUN	E PRI	ST PS	VKFR	NIAL STORMCALLER

9 19 10 10 10 10 10 10 10 10 10 10 10 10 10				STC						
NAME	M	IIN RO WS	RUNIC S BS	S I LERA	<u>T</u>	W	<u>ARM</u>	Ld	Sv	
Njal Stormcaller in Runic Terminator Armour	5"	2+	2+	4	4	6	3	9	2+ (4++)	
Njal Stormcaller in Runic Te his psyber-raven, Nightwing									tormcaller and a bolt pistol. Njal is accompanied by	
WEAPON	RANGE	TYP	Ē		S	AP	D	ABILI	TIES	
Bolt pistol	12"	Pist	ol 1		4	0	1	-		
Nightwing	12"	Ass	ault D6		3	0	1	-		
Staff of the Stormcaller	Melee	Mel	ee		+2	-1	D3	-		
		f Tempe ke for N		ı can add mcaller.	1 to ar	y Psych	Deny the Witch test for Njal Stormcaller in each of your opponent's Psychic phases.			
	tests yo		for Njal	n add 1 to Stormca			Teleport Strike: During deployment, you can set up Njal Stormcaller 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			
		Fermina rable sav		nour: Nj	al Stori	ncaller l	on the battlefield that is more than 9" away from any enemy models.			
PSYKER	two psy		wers in o	each ener		1	· 1		n each friendly Psychic phase, and attempt to deny be <i>Smite</i> power and three psychic powers from the	
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS AS	STAR	res, sp	ACEW	OLVE	S	
	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES CHARACTER, INFANTRY, RUNE PRIEST, TERMINATOR, PSYKER, NJAL STORMC									

Power			W	OLF	PI	RIE	ST		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Wolf Priest	6"	2+	3+	4	4	4	3	9	3+ (4++)
A Wolf Priest is a single	model armed	with a	crozius a	rcanum,	bolt pi	stol, fra	g grenad	les and	krak grenades.
WEAPON	RANGE	TYPE			S	AP	0	ABILI	TIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Plasma pistol	When a	ttacking	g with thi	s weapoi	n, choo	ose one	of the pr	ofiles be	elow.
- Standard	12"	Pist	ol 1		7	-3	1	-	
- Supercharge	12"	Pist	ol 1		8	-3	2	On a	hit roll of 1, the bearer is slain.
Crozius arcanum	Melee	Mel	ee		+1	-1	2	-	
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS						14 1		1-4-1	the second secon
	This r gains	nodel n the JUN		i jump pa K and FL	ack (Po Y keyv	ower Ra vords.). If it do Spiri	bes, its Move characteristic becomes 12" and it tual Leader: All friendly SPACE WOLVES units
	This r gains And Th Jump P when yo up high	nodel n the JUM ey Shal ack Ass ou set it in the s	hay take a <u>AP PACE</u> I Know M ault: If th up durin kies, read	i jump pa K and FL No Fear (nis mode ng deploy dy to stri	Ack (Po Y keyv (pg 13) I has a ment, ke, ins	jump p it can b tead of l	ack, e set being). If it do Spiri withi Leado	bes, its Move characteristic becomes 12" and it tual Leader: All friendly SPACE WOLVES units
ABILITIES	This r gains And Th Jump P when you up high placed of assault to of your anywhe Oath of	nodel n the JUM eey Shal ack Asso bu set it in the s on the b to arrive Movem re that i	ay take a AP PACH I Know N ault: If th up durin kies, reac attlefield. c on the b ent phase s more th ou can re	i jump pa <u>X and FL</u> <u>No Fear (</u> nis mode ig deploy dy to stri . If it is, i attlefield es; when nan 9" from e-roll fail	Ack (Po Y keyw (pg 13) (pg 13)	jump p it can b tead of l nake a s end of s so set i r enemy rolls in	ack, e set being udden any it up models. the Figh). If it do Spiri withi Leado Wolf Heal Wolf so, se CAV t a wou	tual Leader: All friendly SPACE WOLVES units n 6" of this model in the Morale phase can use its ership instead of their own. "Amulet: This model has a 4+ invulnerable save. ing Balms: At the end of your Movement phase a Priest can attempt to heal a single model. To do dect a SPACE WOLVES INFANTRY, BIKER or ALRY unit within 3" of him. If that unit contains unded model, it is healed and immediately regain
	This r gains And Th Jump P when you up high placed of assault to of your anywhe Oath of	nodel n the JUM eey Shal ack Asso bu set it in the s on the b to arrive Movem re that i	ay take a <u>AP PACH</u> I Know N ault: If th up durin kies, reac attlefield. c on the b ent phase s more th	i jump pa <u>X and FL</u> No Fear (nis mode g deploy dy to stri . If it is, i attlefield es; when nan 9" fro	Ack (Po Y keyw (pg 13) (pg 13)	jump p it can b tead of l nake a s end of s so set i r enemy rolls in	ack, e set being udden any it up models. the Figh). If it do Spiri withi Leado Wolf Heali Wolf so, se CAV. t a wou up to	tual Leader: All friendly SPACE WOLVES units n 6" of this model in the Morale phase can use its ership instead of their own. "Amulet: This model has a 4+ invulnerable save. ing Balms: At the end of your Movement phase a Priest can attempt to heal a single model. To do dect a SPACE WOLVES INFANTRY, BIKER or ALRY unit within 3" of him. If that unit contains unded model, it is healed and immediately regain
	This r gains And Th Jump P when yo up high placed of assault to of your anywhe Oath of phase fo this mo	nodel n the JUN eey Shal ack Asso bu set it in the s on the b to arrive Movem re that i War: Y or frience del.	ay take a AP PACH I Know N ault: If th up durin kies, reac attlefield. c on the b ent phase s more th ou can re	i jump pa <u>C and FL</u> No Fear (his mode g deploy dy to stri . If it is, i pattlefield es; when han 9" fro e-roll fail E WOLV	ack (Po Y keyv (pg 130 el has a yment, ke, ins t can m l at the it does om any ed hit /ES un	jump p it can b tead of l nake a s e end of s so set i e enemy rolls in its with	ack, e set being udden any it up models. the Figh in 6" of). If it do Spiri withi Leade Wolf Heali Wolf so, se CAV. t a woo up to Heali	tual Leader: All friendly SPACE WOLVES units n 6" of this model in the Morale phase can use its ership instead of their own. Amulet: This model has a 4+ invulnerable save. ing Balms: At the end of your Movement phase a Priest can attempt to heal a single model. To do elect a SPACE WOLVES INFANTRY, BIKER or ALRY unit within 3" of him. If that unit contains unded model, it is healed and immediately regain D3 lost wounds. A unit can only be the target of ing Balms once in each turn.

	WOLF PRIEST IN TERMINATOR ARMOUR													
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Wolf Priest in Terminator Armour	$5" 2_{\pm} 3_{\pm} 4 4 5 3$								2+ (4++)					
A Wolf Priest in Terminat	tor Armour	is a sing	gle mode	l armed w	rith a	crozius a	ircanum	and sto	orm bolter.					
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES					
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-						
Crozius arcanum	Melee	Me	lee		+1	-1	2	-						
WARGEAR OPTIONS	• This	model n	nay repla	ce its stor	m bo	lter with	an item f	rom tl	he Space Wolves Combi-weapons list.					
ABILITIES	Telepon up this of placi your M strike to on the l enemy	rt Strike model i ng it on ovemen o arrive o arrive oattlefie models.	e: During n a telep the battl at phases on the ba ld that is	No Fear (j g deploym ortarium - efield. At this mode attlefield - more tha	ent, y cham the e el can - set i n 9" a	you can s aber inste nd of any use a tel it up any away fror	ead y of eport where n any	withi Lead Heal Wolf a sing INFA If that	itual Leader: All friendly SPACE WOLVES units in 6" of this model in the Morale phase can use its tership instead of their own. ing Balms: At the end of your Movement phase a "Priest in Terminator Armour can attempt to heal gle model. To do so, select a SPACE WOLVES ANTRY, BIKER or CAVALRY unit within 3" of him. at unit contains a wounded model, it is healed and ediately regains up to D3 lost wounds. A unit can					
		or friend		e-roll faile E WOLV			only be the target of Healing Balms once in each turn.Wolf Amulet: This model has a 4+ invulnerable save.							
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS AST	ſAR'	TES, SP	ACE W	OLVE	28					
KEYWORDS	CHAR	ACTE	R, INFA	ANTRY,	TER	MINAT	TOR, W	OLF I	PRIEST					

			W	OLF ON	F P] N BIH		ST				
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Wolf Priest on Bike	14"	2+	3+	4	5	5	3	9	3+ (4++)		
A Wolf Priest on Bike is a Space Marine bike equip				crozius a	rcanur	n, bolt p	oistol, frag	g grena	des and krak grenades. He rides into battle on a		
WEAPON	RANGE	TYP	E .		S	AP	D	ABILI	TIES		
Bolt pistol	12"	Pist	ol 1		4	0	-				
Plasma pistol	When a	ttacking	, with th	is weapo	on, cho	ose one	of the pro	ofiles be	elow.		
- Standard	12"	Pist	ol 1		7	-3	1	-			
- Supercharge	12"	Pist	ol 1		8	-3	2	On a	hit roll of 1, the bearer is slain.		
Twin boltgun	24"	Rap	id Fire 2		4	0	1	-			
Crozius arcanum	Melee	Mel	ee		$^{+1}$	-1	2	-			
Frag grenade	6"	Gre	nade D6	i	3	0	1	-			
Krak grenade	6"	Gre	nade 1		6	-1	D3	-			
WARGEAR OPTIONS	• This r	nodel m	ay repla	ce its bo	lt pisto	with a	plasma p	istol or	an item from the Space Wolves Combi-weapons list		
ABILITIES	Oath of phase fo this mo Spiritus	f War: Y or friend del. al Leade	ou can r lly SPAC er: All fr	No Fear e-roll fai CE WOL iendly SI in the M	led hit VES ur	rolls in hits with WOLVE	in 6" of S units	 Healing Balms: At the end of your Movement phase a Wolf Priest on Bike can attempt to heal a single model. t 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 immediatel regains up to D3 lost wounds. A unit can only be the target of Healing Balms once in each turn. 			
	Leaders	hip inst	ead of th	neir own. Iel has a				Move	o-boost: When this model Advances, add 6" to its e characteristic for that Movement phase instead of g a dice.		
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS AS	TAR	TES, SP	ACE W	OLVE	S		
KEYWORDS	BIKER	R. CHA	RACT	ER. WO)LF P	RIEST					

Power		U	LRI	КŢ	'HE	SL	AYI	ER	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Ulrik the Slayer	6"	2+	2+	4	4	5	4	9	3+ (4++)
Ulrik the Slayer is a sin, included in your army.	gle model arm	ed with	a croziu	is arcai	num, plas	sma pist	ol, frag g	renades	and krak grenades. Only one of this model may b
WEAPON	RANGE	TYP	E		S	AP	ABILI	TIES	
Plasma pistol	When a	uttacking	g with th	nis wea	pon, cho	ose one	of the pr	ofiles be	elow.
- Standard	12"	Pist	ol 1		7	-3	1	-	
- Supercharge	12"	Pist	ol 1		8	-3	2	On a	hit roll of 1, the bearer is slain.
Crozius arcanum	Melee	Me	lee		+1	-1	2	-	
Frag grenade	6"	Gre	nade De	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
ABILITIES	Healing Ulrik th To do s BIKER unit con immedi only be	g Balms ne Slayer o, select or CAV ntains a iately re the targ	: At the r can atte a SPAC /ALRY u wounde gains up get of He	end of empt to E WO unit with ed mod to D3 ealing F	ar (pg 130 your Mo o heal a si LVES IN hin 3" of el, it is he lost wou Balms ond t has a 4+	wement ingle mo FANTR Thim. If ealed an nds. A u ce in eac	Fight 6" of CHA battle the F withi Wolf units	er's Oath: You can re-roll failed hit rolls in the t phase for friendly SPACE WOLVES units within this model. If Ulrik the Slayer kills an enemy RACTER or MONSTER, then for the rest of the e, you can add 1 to any wound rolls you make in ight phase for any friendly SPACE WOLVES units in 6" of him. Etelm of Russ: All friendly SPACE WOLVES within 9" of Ulrik the Slayer in the Morale phase use his Leadership instead of their own.	
FACTION KEYWORDS	invulne	rable sa	ve.			_	ACEN		
	IMPE	KIUM,	ADEP	105 /	ASTAR	125, 51	ACE W	OLVE	3



5. 		I	W BAT	OLI TL	F GU E LI		RD DEI	2					
NAME	М	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 singl	e model	armed	with a cl	nainswoi	d, bolt	pistol, fi	ag gren	ades and krak grenades.				
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES				
Bolt pistol	12"	Pist	ol 1										
Boltgun	24"	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"	Pist	ol 1		8	-3	2	On a	hit roll of 1, the bearer is slain.				
Chainsword	Melee	Mel	ee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.				
Frag grenade	6"	Gre	nade Dé	5	3	0	1	-					
Krak grenade	6"	Gre	nade 1		6	-1	D3	-					
WARGEAR OPTIONS	 This is Wolve This is the second second	model n <i>es Comb</i> model n	nay repla <i>i-weapo</i> nay take	nce its bo ns or Sp a jump	olt pistol ace Wolv	with a ves Mele wer Ra	boltgun ee Weapo	, plasma o <i>ns</i> lists.	e Space Wolves Melee Weapons list. pistol, storm shield, or an item from the Space pes, its Move characteristic becomes 12" and it				
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 so high in the skies, ready to strike, instead of being on the battlefield. If it is, it can make a sudden ass to arrive on the battlefield at the end of any of you Movement phases; when it does so set it up anywl that is more than 9" from any enemy models.												
FACTION KEYWORDS	of this 1	model.			START			-					
	INPE	RIUNI,	ADEP	105 A	STARI	E3, 3P	ACE W	OLVE	3				



Heavily equipped packs of Wolf Guard storm into battle through the bitter snows of a frozen world.

		I	W(BAT		F GU E LI IN BIK		RD DEI	R					
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Wolf Guard Battle Leader on Bike	14"	2+	3+	4	5	5	4	8	3+				
A Wolf Guard Battle Leader on a Space Marine bike equi					with a cl	nainswo	ord, bolt	pistol, fi	rag grenades and krak grenades. He rides into bat				
WEAPON	RANGE	TYP	U		S	AP	D	ABILI	TIES				
Bolt pistol	12"	Pist	ol 1		4	0	1	-					
Boltgun	24"	Rap	oid Fire 1		4	0	1	-					
Plasma pistol	When attacking with this weapon, choose one of the profiles below.												
- Standard	12"	Pist	ol 1		7	-3	-						
- Supercharge	12"	Pist	ol 1		8	-3	2	On a	hit roll of 1, the bearer is slain.				
Twin boltgun	24"	Rap	oid Fire 2		4	0	1	-					
Chainsword	Melee	Me	lee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.				
Frag grenade	6"	Gre	nade D6		3	0	1	-					
Krak grenade	6"	Gre	nade 1		6	-1	D3	-					
WARGEAR OPTIONS	• This i	model n	nay repla	ce its b		with a	boltgun,	plasma	e Space Wolves Melee Weapons list. a pistol, storm shield, or an item from the Space				
ABILITIES	And Th	ney Shal	l Know l	No Fea	r (pg 130))			m Shield: A model equipped with a storm shield 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. Turbo-boost: When this model Advances, add 6" the Move characteristic for that Movement phase instered and the colling a dice.												
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, SP	ACE W	OLVE	S				
KEYWORDS	BIKER, CHARACTER, WOLF GUARD, BATTLE LEADER												

WOLF GUARD BATTLE LEADER IN TERMINATOR ARMOUR

Control

		Ι	N TER	MINAT	OR A	ARMO	UR						
NAME	М	WS	BS	S	ı ۱	N A	l	Ld	Sv				
Wolf Guard Battle Leader in Terminator Armour	5"	2+	3+	4	1		8 2+ (5++)						
A Wolf Guard Battle Leader	in Termi	nator A	rmour is a	single mo	odel arm	ned with a	n powe	er swo	ord and storm bolter.				
WEAPON	IES												
Storm bolter	24"	Rap	id Fire 2										
Power sword	Melee	Melee User -3 1 -											
ABILITIES	 This model may replace its storm bolter with a storm shield or an item from the Space Wolves Combi-weat or Space Wolves Melee Weapons lists. And They Shall Know No Fear (pg 130) Storm Shield: A model equipped with a storm sh has a 3+ invulnerable save. 												
	Crux Terminatus: This model has a 5+ invulnerable save. Teleport Strike: During deployment, you can set model in a teleportarium chamber instead of plac												
							r	nodel	1 1 0				
		ndly SP	Jarl: You	can re-roll C VES units			r c 5" F t	nodel on the ohases the ba	l in a teleportarium chamber instead of placing it battlefield. At the end of any of your Movement s this model can use a teleport strike to arrive on				
FACTION KEYWORDS	for frier of this r	ndly SP nodel.	Jarl: You ACE WOI		that are	e within 6	r c 5" F t ii	nodel on the ohases he ba s mor	I in a teleportarium chamber instead of placing it battlefield. At the end of any of your Movement s this model can use a teleport strike to arrive on ttlefield – set it up anywhere on the battlefield that re than 9" away from any enemy models.				

		l	BAT	"TL	F GU E LI	EA]	DEI	R				
NAME	М	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 battle atop a Thunderwolf,							chainsw	ord, bol	t pistol, frag grenades and krak grenades. He rides t			
WEAPON		TYP		teetii a	S S	AP	0	ABILI	TIES			
Wolf Guard Battle Leader					_		=					
Bolt pistol	12"	Pist	ol 1		4	0	1	-				
Boltgun	24"	Rap	id Fire 1		4	0	1	-				
Plasma pistol	When a	ttacking	g with th	is weap	on, choo	se one	of the pi	ofiles be	elow.			
- Standard	12"	12" Pistol 1 7 -3 1 -										
- Supercharge	12"	Pist	ol 1		8	-3	2	On a	hit roll of 1, the bearer is slain.			
Chainsword	Melee	Melee Melee User 0 1 Each time the bearer fights, it can make 1 additional attack with this weapon.										
Frag grenade	6"	Gre	nade D6		3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
Thunderwolf Crushing teeth and claws	Melee	Me	ee		5	-1	1	attac	r a model on this mount makes its close combat ks, you can attack with its mount. Make 3 tional attacks, using this weapon profile.			
WARGEAR OPTIONS	• This n	nodel m	ay replac	ce its be	olt pistol	with a l	ooltgun,	plasma	e Space Wolves Melee Weapons list. pistol, storm shield, or an item from the Space			
ABILITIES	Storm S	Wolves Combi-weapons or Space Wolves Melee Weapons lists. 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. this model.										
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	ES, SP	ACE W	OLVE	S			
KEYWORDS	CAVA	LRY. C	CAVALRY, CHARACTER, THUNDERWOLF, WOLF GUARD, BATTLE LEADER									

Bjorn the Fell-handed8"2+2+788593+Bjorn the Fell-Handed is a single model arred with Trueclaw, an assault cannonRANGETYPESAP0ABILITIESAssault cannon24"Heavy 66-11-Heavy flamer8"Heavy D65-11This weapon automatically hits its target.Heavy plasma cannonWhen attacking with this weapon, choose one of the profiles below Standard36"Heavy D37-31 Supercharge36"Heavy D37-31 Dispersed beam24"Heavy D36-21 Dispersed beam24"Heavy D36-21 Dispersed beam24"Heavy D36-21 Dispersed beam24"Heavy 18-4D6 TrueclawMeleeMelee+5-4D6MARGEAR UPTIUNSBjorn the Fell-Handed may replace is assult cannon this lacannon48"Heavy 29-3D6-ABUITESAnd They Shall Know No Fear (pg 130')ABUITESAnd They Shall Know No Fear (pg 130')Abuitties cannonHeavy Shat have for many is battle-forged, you receive 1 additional Commany is battle-forged, you receive 1 additional Commany is battle-forged, you receive 1 additional Commany is batt	NAME	М	WS	BS	S	T	W	A	Ld	Sv				
your army.WEAPDNRANGETYPESAPDABILITIESAssault cannon24"Heavy 66-11-Heavy flamer8"Heavy D65-11This weapon automatically hits its target.Heavy plasma cannon36"Heavy D37-31 Standard36"Heavy D37-31 Supercharge36"Heavy D38-32For each hit roll of 1, the bearer suffers 1 mortal after all of this weapon's shots have been resolved this weapon, choose one of the profiles below. If a model suffers any unsaved wounds this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound Dispersed beam24"Heavy 18-4D6- Focused beam24"Heavy 29-3D6-TrueclawMeleeMelee+5-4D6You can re-roll failed wound rolls for this weapoWARGEAR DPTIONS• Bjorn the Fell-Handed may replace his assault cannon with a helfrost cannon, heavy plasma cannon or twin lascannon.And They Shall Know No Fear (pg 130)Legendary Tenacity: Roll a D6 each time Bjorn Fell-Handed. is not lost.Ancient Tactician: If your army is Battle-forged, you receive 1 additional Command Point if it includes Bjorn the Fell-Handed. Last of the Company of Russ: You can re-roll hit rollsSmoke Launchers: Once per game, instead of sh any weapons in the Shooting phase, Bjorn the Fell-Handed. is not lost.	Bjorn the Fell-handed	8"	2+	2+	7	8	8	5	9	3+				
Assult cannon 24" Heavy D6 5 -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 - - Supercharge 36" Heavy D3 8 -3 2 For each hit roll of 1, the bearer suffers 1 mortal after all of this weapon's shots have been resolved 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 D3 6 -2 1 - - Focused beam 24" Heavy D3 6 -2 1 - - Focused beam 24" Heavy 1 8 -4 D6 - Trueclaw Melee Melee +5 -4 D6 You can re-roll failed wound rolls for this weapon 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 Fell-Handed. is not lost. - receive 1 additional Command Point if it includ	,	a single moo	del arme	ed with 7	Frueclaw	, an assa	ault can	non and	l a heavy	r flamer. Only one of this model may be included i				
Heavy flamer8"Heavy D65-11This weapon automatically hits its target.Heavy plasma cannonWhen attacking with this weapon, choose one of the profiles below Standard36"Heavy D37-31 Supercharge36"Heavy D38-32For each hit roll of 1, the bearer suffers 1 mortal after all of this weapon's shots have been resolved.Helfrost cannonWhen attacking with this weapon, choose one of the profiles below. If a model suffers any unsaved wounds this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound Dispersed beam24"Heavy D36-21 Focused beam24"Heavy 18-4D6-24"Heavy 29-3D6TrueclawMeleeMelee+5-4D6You can re-roll failed wound rolls for this weapon vin lascannonWARGEAR OPTIONS• Bjorn the Fell-Handed may replace his assault cannon with a helfrost cannon, heavy plasma cannon or twin lascannon.And They Shall Know No Fear (pg 130)Legendary Tenacity: Roll a D6 each time Bjorn Fell-Handed. is not lost.Ancient Tactician: If your army is Battle-forged, you receive 1 additional Command Point if it includes Bjorn the Fell-Handed. Last of the Company of Russ: You can re-roll hit rollsSmoke Launchers: Once per game, instead of sh any weapons in the Shooting phase, Bjorn the Fell-Handed. Last of the Company of Russ: You can re-roll hit rollsSmoke Launchers; until you	WEAPON	RANGE	TYP	E		S	AP	ABILI	TIES					
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 after all of this weapon's shots have been resolved 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 2 9 -3 D6 - Trueclaw Melee Melee +5 -4 D6 - WARGEAR OPTIONS • Bjorn the Fell-Handed may replace his assault cannon with a helfrost cannon, heavy plasma cannon or twin lascannon. 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 sh any weapons in the Shooting phase, Bjorn the Fell-Handed.	Assault cannon	24"												
- 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 after all of this weapon's shots have been resolved 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 - Twin lascannon 48" Heavy 2 9 -3 D6 - Trueclaw Melee Melee +5 -4 D6 You can re-roll failed wound rolls for this weapon vit win lascannon vit win lascannon. ABILITIES And They Shall Know No Fear (pg 130) Legendary Tenacity: Roll a D6 each time Bjorn Fell-Handed loses a wound; on a roll of 5+ that vis is not lost. is not lost. Accient Tactician: If your army is Battle-forged, you treceive 1 additional Command Point if it incluses biors in the Shooting phase, Bjorn the Fell-Handed. Smoke Launchers: Once per game, instead of shany weapons in the Shooting phase, Bjorn the Fell-Handed.	Heavy flamer	8"	· ····································											
- Supercharge 36" Heavy D3 8 -3 2 For each hit roll of 1, the bearer suffers 1 mortal after all of this weapon's shots have been resolved after all of this weapon's shots have been resolved this weapon's 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 - - Focused beam 24" Heavy 2 9 -3 D6 - Trueclaw Melee Melee +5 -4 D6 You can re-roll failed wound rolls for this weapon or twin lascannon or twin lascannon. ABILITIES And They Shall Know No Fear (pg 130) And They Shall Know No Fear (pg 130) Legendary Tenacity: Roll a D6 each time Bjorn Fell-Handed loses a wound; on a roll of 5+ that wis not lost. Ast of the Company of Russ: You can re-roll hit rolls Smoke Launchers: Once per game, instead of sh any weapons in the Shooting phase, Bjorn the Fell-Handed. Smoke Launchers: Once per game, instead of sh any weapons in the Shooting phase, Bjorn the Fell-Handed can use his Smoke Launchers; until you	Heavy plasma cannon	When a												
- Supercharge 36 Heavy D3 8 -3 2 after all of this weapon's shots have been resolved after all of this weapon's shots have been resolved beam Helfrost cannon When attacking with this weapon, choose one of the profiles below. If a model suffers any unsaved wounds 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 - Twin lascannon 48" Heavy 2 9 -3 D6 - Trueclaw Melee Melee +5 -4 D6 You can re-roll failed wound rolls for this weapon 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 Fell-Handed loses a wound; on a roll of 5+ that v 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 sh any weapons in the Shooting phase, Bjorn the Fell-Handed can use his Smoke Launchers; until you	- Standard	36"	Hea	avy D3		7	-3	1	-					
Heirrost cannon 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 - Twin lascannon 48" Heavy 2 9 -3 D6 - Trueclaw Melee Melee +5 -4 D6 Vou can re-roll failed wound rolls for this weapo WARGEAR OPTIONS • Bjorn the Fell-Handed may replace his assault cannon with a helfrost cannon, heavy plasma cannon or twin lascannon. • D6 You can re-roll failed wound rolls for this weapo ABILITIES And They Shall Know No Fear (pg 130) Legendary Tenacity: Roll a D6 each time Bjorn Fell-Handed loses a wound; on a roll of 5+ that v is not lost. receive 1 additional Command Point if it includes Bjorn the Fell-Handed. Smoke Launchers: Once per game, instead of sh any weapons in the Shooting phase, Bjorn the Fell Last of the Company of Russ: You can re-roll hit rolls Smoke Launchers; until you	- Supercharge	36"	36 Heavy D3 8 -3 2 after all of this weapon's shots have been res											
- Focused beam 24" Heavy 1 8 -4 D6 - Twin lascannon 48" Heavy 2 9 -3 D6 - Trueclaw Melee Melee +5 -4 D6 You can re-roll failed wound rolls for this weapo WARGEAR OPTIONS • Bjorn the Fell-Handed may replace his assault cannon with a helfrost cannon, heavy plasma cannon or twin lascannon. • 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 Fell-Handed loses a wound; on a roll of 5+ that v is not lost. receive 1 additional Command Point if it includes Bjorn the Fell-Handed. Smoke Launchers: Once per game, instead of sh any weapons in the Shooting phase, Bjorn the Fell Handed can use his Smoke Launchers; until you	Helfrost cannon													
Twin lascannon 48" Heavy 2 9 -3 D6 - Trueclaw Melee Melee +5 -4 D6 You can re-roll failed wound rolls for this weapo WARGEAR OPTIONS • Bjorn the Fell-Handed may replace his assault cannon with a helfrost cannon, heavy plasma cannon or twin lascannon. • 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 Fell-Handed loses a wound; on a roll of 5+ that v 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 sh any weapons in the Shooting phase, Bjorn the Fell Handed can use his Smoke Launchers; until your	- Dispersed beam	24"	Hea											
Trueclaw Melee Melee +5 -4 D6 You can re-roll failed wound rolls for this weapo 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 Fell-Handed loses a wound; on a roll of 5+ that with the Fell-Handed. 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 sh any weapons in the Shooting phase, Bjorn the Fell-Handed can use his Smoke Launchers; until your	- Focused beam	24"	Hea											
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 Fell-Handed loses a wound; on a roll of 5+ that with receive 1 additional Command Point if it includes Bjorn the Fell-Handed. Smoke Launchers: Once per game, instead of sh any weapons in the Shooting phase, Bjorn the Fell-Handed. Last of the Company of Russ: You can re-roll hit rolls	Twin lascannon	48"	Hea	avy 2		9	-3	D6	-					
ABILITIES And They Shall Know No Fear (pg 130) Legendary Tenacity: Roll a D6 each time Bjorn Fell-Handed loses a wound; on a roll of 5+ that w is not lost. Ancient Tactician: If your army is Battle-forged, you receive 1 additional Command Point if it includes Bjorn the Fell-Handed. is not lost. Smoke Launchers: Once per game, instead of sh any weapons in the Shooting phase, Bjorn the Fe Handed can use his Smoke Launchers; until you:	Trueclaw	Melee	Me	lee		+5	-4	D6	You	can re-roll failed wound rolls for this weapon.				
Ancient Tactician: If your army is Battle-forged, you receive 1 additional Command Point if it includes Bjorn the Fell-Handed.Fell-Handed loses a wound; on a roll of 5+ that w is not lost.Smoke Launchers: Once per game, instead of sh any weapons in the Shooting phase, Bjorn the Fe Handed can use his Smoke Launchers; until your	WARGEAR OPTIONS	,			d may re	eplace h	is assau	lt canno	n with a	helfrost cannon, heavy plasma cannon or				
receive 1 additional Command Point if it includes Bjorn the Fell-Handed. Smoke Launchers: Once per game, instead of sh any weapons in the Shooting phase, Bjorn the Fe Last of the Company of Russ: You can re-roll hit rolls	ABILITIES	And Th	ney Shal	l Know	No Fear	r (pg 130))			ndary Tenacity: Roll a D6 each time Bjorn the Handed loses a wound; on a roll of 5+ that wound				
the Fell-Handed.Smoke Launchers: Once per game, instead of sh any weapons in the Shooting phase, Bjorn the Fe Handed can use his Smoke Launchers; until your										t lost.				
any weapons in the Shooting phase, Bjorn the Fe Last of the Company of Russ: You can re-roll hit rolls Handed can use his Smoke Launchers; until you		,												
Last of the Company of Russ: You can re-roll hit rolls Handed can use his Smoke Launchers; until you		the Fell	-Hande	d.						1 0 .				
		Last of	the Cor	nnanvo	f Ruce.	Vou can	re-roll		1 01 7					
		· ·												
6" of Bjorn the Fell-Handed. hit rolls for ranged weapons that target him.														
FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES							,							



Bjorn the Fell-Handed leads his ancient brothers into battle against the Daemons of Tzeentch.

			BLO	00	DC	LA	WS						
NAME	М	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+ (5++)				
Leader in Terminator Armo The Blood Claws, Blood C krak grenades. A Wolf Guard Pack Leado WEAPON	Claw Pack	Leader	and Wol										
Bolt pistol	12"	Pist			4	0	1	-					
Plasma pistol	When attacking with this weapon, choose one of the profiles below.												
Standard	12"	Pist	·		7	-3	1	-					
Supercharge	12"	Pist	Pistol 1			-3	2	On a	hit roll of 1, the bearer is slain.				
torm bolter	24"	Rap	id Fire 2	2	4	0	1	-					
Chainsword	Melee	Me	Melee			0	1		time the bearer fights, it can make 1 additional x with this weapon.				
Power axe	Melee	Me	ee		+1	-2	1	-					
Power fist	Melee	Me	ee		x2	-3	D3		n attacking with this weapon, you must subtract the hit roll.				
Power sword	Melee	Me	ee		User	-3	1	-					
Frag grenade	6"	Gre	nade D6	,	3	0	1	-					
Krak grenade	6"	Gre	nade 1		6	-1	D3	-					
WARGEAR OPTIONS	 6" Grenade 1 6 -1 D3 - One Blood Claw may replace his chainsword with an item from the <i>Space Wolves Special Weapons</i> list. If th unit includes 15 models, one additional Blood Claw may also do this. One Blood Claw may replace his bolt pistol with a plasma pistol. 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 <i>Space Wolves Melee Weapons</i> list; he may also replace his bolt pistol with a plasma pistol or an item from the <i>Space Wolves Combi-weapons</i> list. The Wolf Guard Pack Leader in Terminator Armour may replace his power sword with an item from the <i>Space Wolves Combi-weapons</i> list; he may also replace his to replace his storm bolter with a storm shield or an item from the <i>Space Wolves Terminator Melee Weapons</i> list; he may also replace his storm bolter with a storm shield or an item from the <i>Space Wolves Terminator Melee Weapons</i> list; he may also replace his storm bolter with a storm shield or an item from the <i>Space Wolves Terminator Melee Weapons</i> list; he may also replace his storm bolter with a storm shield or an item from the <i>Space Wolves Terminator Melee Weapons</i> list; he may also replace his storm bolter with a storm shield or an item from the <i>Space Wolves Terminator Melee Weapons</i> list; he may also replace his storm bolter with a storm shield or an item from the form the												
ABILITIES	workes Terminator Nettee Weapons list, 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.
 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

	L	UK	AS	TH	ΕT	RIC	CKS	ТЕ	R				
NAME	М	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 sin model may be included in			vith the (Claw of	the Jack	alwolf, a	a plasma j	pistol, f	frag grenades and krak grenades. Only one of this				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Plasma pistol	When a	ıttackin	g with th	is weap	on, cho	ose one	of the pro	ofiles be	elow.				
- Standard	12"												
- Supercharge	12"	Pis	tol 1		8	-3	2	On a	hit roll of 1, the bearer is slain.				
Claw of the Jackalwolf	Melee	Me	lee		+1	-2	2	You	can re-roll failed wound rolls for this weapon.				
Frag grenade	6"	Gre	enade De	5	3								
Krak grenade	6"	Gre	enade 1		6	-1	D3	-					
ABILITIES	Blood (for frier	And They Shall Know No Fear (pg 130)The Last Laugh: If Lukas the Trickster is slain in t Fight phase, both players roll a dice, re-rolling ties you roll lowest, nothing happens; if you roll higher the unit that landed the blow immediately suffers 											
	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 Doppegangrel: Your opponent must st 1 from any hit rolls for attacks that target Lukas the Trickster in the Fight phase.												
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	STAR	TES, SP	ACE W	OLVE	S				
KEYWORDS	CHAR	ACTE	R, INF.	ANTR	Y, BLO	OD CI	AW, LU	KAS	THE TRICKSTER				



7.
6
OWER

GREY HUNTERS

NAME	М	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	5"	3+	3+	4	4	2	2	8	2+ (5++)

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.
A Wolf Guard Pack Leader in Terminator Armour is armed with a power sword and storm bolter.

WEAPON	RANGE	TYPE	S	AP	0	ABILITIES						
Bolt pistol	12"	Pistol 1	4	0	1	-						
Boltgun	24"	Rapid Fire 1	4	0	1	-						
Plasma pistol	When at	tacking with this we	apon, choo	se one	of the pr	rofiles 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	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	-						
	 For eac Special One Gi The Gi The We Weapoon Combi- The We Wolves 	Weapons list. rey Hunter may repl ey Hunter Pack Lead olf Guard Pack Lead ns list; he may also re- weapons list. olf Guard Pack Lead	unit, one C ace his bolt der may tak er may repl eplace his b er in Termi <i>Veapons</i> list	Frey Hu pistol te a cha ace his polt pist	with a p insword chainsv col with Armour	ay replace his boltgun with an item from the <i>Space Wolves</i> lasma pistol. I, power axe, power fist or power sword. word with an item from the <i>Space Wolves Melee</i> a plasma pistol or an item from the <i>Space Wolves</i> may replace his power sword with an item from the <i>Space</i> eplace his storm bolter with a storm shield or an item from						
ABILITIES	Wolf Sta	ey Shall Know No Fe ndard: You can re-r an Advance or charg andard.	oll any dice	rolls o		Crux Terminatus: A Wolf Guard Pack Leader in Terminator Armour has a 5+ invulnerable save. Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save.						
FACTION KEYWORDS	IMPER	IUM, ADEPTUS	ASTART	ES, SP	ACE W	VOLVES						
KEYWORDS	INFAN'	TRY, GREY HUN	TERS			,						

TA I

Power			IR	ON	PF	TE	ST							
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Iron Priest	6"	2+	3+	4	4	4	3	8	2+					
An Iron Priest is a single	e model arme	d with a	thunder	r hamm	er, boltg	gun, serv	vo-arm,	frag grei	nades and krak grenades.					
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES					
Bolt pistol	12"	Pist	ol 1		4	0	1	-						
Boltgun	24"	Rap	id Fire 1		4	0	1	-						
Helfrost pistol	12"	suffers a mortal wound.												
Servo-arm	Melee	this weapon, you must subtract 1 from the h												
Tempest hammer	Melee	Meleex2-3If 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	Mel	ee		x2	-3	3		n attacking with this weapon, you must subtract 1 the hit roll.					
Frag grenade	6"	Gre	nade D6		3	0	1	-						
Krak grenade	6"	Gre	nade 1		6	-1	D3	-						
WARGEAR OPTIONS									nammer. frost pistol.					
ABILITIES	And Th Battlesi	ney Shal mith: A	l Know I t the end n. That n	No Fear	(pg 130 r Moven)) nent ph	ase, this	model c	an repair a single SPACE WOLVES VEHICLE lost earlier in the battle. A model can only be					
FACTION KEYWORDS				TUS A	START	TES, SP	ACEW	OLVE	S					
KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES CHARACTER, INFANTRY, IRON PRIEST													



From tempest hammers to helfrost pistols, Iron Priests wield many ancient and terrifying weapons of war.

		II	RON ON	PF BIR		ST							
NAME	М	WS BS	S	T	W	A	Ld	Sv					
fron Priest on Bike	14"	2+ 3+	4	5	5	3	8	2+					
				hamm	er, bolt	gun, serv	vo-arm,	frag grenades and krak grenades. He rides into					
oattle on a Space Marine l			boltgun.	S	AP			TITO					
WEAPON	RANGE	TYPE		_		0	ABILI	lits					
Bolt pistol	12"	Pistol 1		4	0	1	-						
Boltgun	24"	Rapid Fire	21	4	0	1	-						
Helfrost pistol	12"	Pistol 1		8	-4	D3	weap	nodel suffers any unsaved wounds from this on but is not slain, roll a D6; on a 6, the target rs a mortal wound.					
Plasma pistol	When at	tacking with	this weapo	n, cho	ose one	of the pr	ofiles be	elow.					
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	-						
Servo-arm	Melee	Melee		x2	-2	3	each	servo-arm can only be used to make one attack time this model fights. When a model attacks with veapon, you must subtract 1 from the hit roll.					
Гempest hammer	Melee	Melee		x2	-3	3	weap	nodel suffers any unsaved wounds from this on but is not slain, roll a D6; on a 6, the target rs a mortal wound.					
Thunder hammer	Melee	Melee		x2	-3	3		n attacking with this weapon, you must subtract 1 the hit roll.					
Frag grenade	6"	Grenade I)6	3	0	1	-						
Krak grenade	6"	Grenade 1		6	-1	D3	-						
WARGEAR OPTIONS		odel may rep odel may rep											
ABILITIES	Turbo-t	And They Shall Know No Fear (pg 130)Battlesmith: At the end of your Movement phase, if didn't move more than 6", this model can repair a sin SPACE WOLVES VEHICLE within 1" of him. That model immediately regains D3 wounds lost earlier in											
ACTION KEYWORDS		UM, ADE	PTUS AS	TART	TES, SP	ACEW							
KEYWORDS		, CHARAC											

					PF				
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Iron Priest on Thunderwolf	10"	2+	3+	4	5	6	3	8	2+
An Iron Priest on Thundery Fhunderwolf attacks with it				d with a	a thund	er hamr	ner, bolt	gun, ser	vo-arm, frag grenades and krak grenades. His
WEAPON	RANGE	TYPE			S	AP	D	ABILI	lies
Iron Priest									
Bolt pistol	12"	Pistol	1		4	0	1	-	
Boltgun	24"	Rapid	Fire 1		4	0	1	-	
Helfrost pistol	12"	Pistol	1		8	-4	D3	weap	nodel suffers any unsaved wounds from this on but is not slain, roll a D6; on a 6, the target rs a mortal wound.
Plasma pistol		ttacking w	rith this	s weapo			-	ofiles be	elow.
- Standard	12"	Pistol	1		7	-3	1	-	
- 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 time this model fights. When a model attacks wit veapon, you must subtract 1 from the hit roll.
Tempest hammer	Melee	Melee			x2	-3	3	weap	nodel suffers any unsaved wounds from this on but is not slain, roll a D6; on a 6, the target rs a mortal wound.
Thunder hammer	Melee	Melee			x2	-3	3		n attacking with this weapon, you must subtract 1 the hit roll.
Frag grenade	6"	Grena	de D6		3	0	1	-	
Krak grenade	6"	Grena	de 1		6	-1	D3	-	
Thunderwolf									
Crushing teeth and claws	Melee	Melee			5	-1	1	attac	a model on this mount makes its close combat ks, you can attack with its mount. Make 3 ional attacks, using this weapon profile.
WARGEAR OPTIONS		nodel may nodel may	-					-	nammer. rost pistol.
ABILITIES	And Th Battless SPACE	ney Shall K mith: At th	now N ne end VEHI	o Fear of your CLE w	(pg 130 Moven ithin 1")) nent pha of him.	ase, if he That mo	didn't n	nove more than 6", this model can repair a single nediately regains D3 wounds lost earlier in the
FACTION KEYWORDS		RIUM, A		-				OLVE	\$
KEYWORDS									PRIEST

1 1			CY]	BER	W(DL	/ES		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Cyberwolf	10"	3+	-	4	4	2	3	4	4+
This unit contains 1 Cybe and claws.	erwolf. It can	i include	e up to 4	addition	nal Cybe	erwolves	(Powe	r Rating	+1 per model). Each model attacks with its teeth
and claws.	erwolf. It can RANGE	include		addition	nal Cybe S	erwolves AP	s (Power	r Rating ABILIT	
and claws. WEAPON			E	addition	· ·			U	
and claws. WEAPDN Teeth and claws	RANGE Melee	TYPI Mel	E	addition	S User	AP -1	D 1	ABILIT	
	RANGE Melee Swift H	TYP Mel	E ee You can		S User failed ch	AP -1 arge rol	D 1 ls for th	ABILIT - is unit.	IES

A A A A A A A A A A A A A A A A A A A			WO	DLF	SC	OU	JTS		
NAME	М	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+
include a Wolf Guard Pack	Leader (P e f Scout Pae	ower R a ck Lead	er are eac	h armeo	d with a	boltgui	n, bolt pi	istol, fra	nal Wolf Scouts (Power Rating +4). It can also g grenades and krak grenades. nades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	
Astartes shotgun	12"	Ass	ault 2		4	0	1		target is within half range, add 1 to this on's Strength.
Bolt pistol	12"		ol 1		4	0	1	-	
Boltgun	24"	-	oid Fire 1		4	0	1	-	
Heavy bolter	36"		avy 3		5	-1	1	-	,
Missile launcher	48"		g with thi	s weapo	on, choo 4	se one o 0	of the pr 1	offiles be	low.
- Frag missile - Krak missile	48 48"		avy D6 avy 1		4 8	-2	D6	-	
Plasma pistol			g with thi	s weapo		-		- ofiles be	low
- Standard	12"		ol 1	o weape	7	-3	1	-	
- Supercharge	12"		ol 1		8	-3	2	On a	hit roll of 1, the bearer is slain.
Sniper rifle	36"	Hea	ivy 1		4	0	1	not tl of 6+	weapon may target a CHARACTER even if it is he closest enemy unit. If you roll a wound roll for this weapon, it inflicts a mortal wound in ion to its normal damage.
Chainsword	Melee	Me	lee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.
Combat knife	Melee	Me	lee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"		nade 1		6	-1	D3	-	
WARGEAR OPTIONS	 Any V Astart One V Specia One V bolt p The W replace The W 	Volf Sco tes shot Nolf Sco al Weap Nolf Sco istol wi Volf Sco ce his bo Volf Gua	gun. out may re ons list. out may re th a plasm ut Pack L olt pistol v ard Pack I	lf Scout eplace h eplace h na pistol eader m vith a pl Leader 1	Pack Le is boltgr is boltgr l. nay repla lasma pi nay repl	eader re un with un with ace his l stol. ace his	place its a heavy an item boltgun boltgun	boltgur bolter, r from th with an with an	cloak. n with a chainsword, combat knife, sniper rifle o missile launcher or an item from the Space Wolv ne Space Wolves Melee Weapons list, or replace hi item from the Space Wolves Melee Weapons list, n item from the Space Wolves Melee Weapons list; n from the Space Wolves Combi-weapons list.
ABILITIES	And Th Camo (ney Shal Cloaks:	l Know N If every m add 2 to sa	lo Fear nodel ir	(pg 130 n a unit l) nas a ca ade for	mo models	Behir up thi on the phase	nd Enemy Lines: During deployment, you can s is unit behind enemy lines instead of placing it e battlefield. At the end of any of your Movemen es the unit can join the battle – set it up so that h
	cloak yo	ou can a	dd 2 to sa	aving th	rows ma			-	es the unit can join the battle – set it up so tha
			n they red	ceive the	e benefi	ts of co	ver,		n 6" of any battlefield edge of your choice and r 9" away from any enemy models.

INFANTRY, SCOUT, WOLF SCOUTS

KEYWORDS

				WU	LF	EN			
NAME	М	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 Wulfer • Each Wulfen fights with i • The Wulfen Pack Leader	its Wulfen	claws.		n. It can i	include	up to 5	addition	al Wuli	fen (Power Rating +13).
WEAPON	RANGE	TYP			S	AP	0	ABILI	TIES
Stormfrag auto-launcher	12"	Ass	ault D3		4	0	1	-	
Frost claws	Melee	Me	lee		+1	-2	1	attacl	time the bearer fights, it can make 1 additional k with this weapon. You can re-roll failed wound for this weapon.
Great frost axe	Melee	Me	lee		+3	-3	D3		pearer can make 1 additional attack with this on on a turn in which it has charged.
Thunder hammer	Melee	Me	lee		x2	-3	3		n attacking with this weapon, you must subtract 1 the hit roll.
Wulfen claws	Melee	Me	lee		User	-1	1	-	
WARGEAR OPTIONS	• Any V			a stormfr ace their	0			claws,	a great frost axe or a thunder hammer and
ABILITIES	Boundi	i ng Lop irge in t	e: Mode	No Fear ls in this turn, and	unit ca	n Adva		charg BIKE unit a ability	e of the Wulfen (Hunt): You can re-roll failed ge rolls for friendly SPACE WOLVES INFANTRY, ER and CAVALRY units that are within 6" of this at the start of the Charge phase. This range of this y is doubled to 12" for friendly BLOOD CLAW . Units of Wulfen are never affected by this ability.
	Death I	Frenzy:		6 each ti			this unit t lost. If	Curse	e of the Wulfen (Kill): You can make 1 additional
	loses a v a mode unit tha with the even if t	l in this at slew t em befo they hav Shield:	unit is si hem has re remov ze alread	lain in th made its ving their y attacke equipped	e Fight attacks r mode d that p	s, you ca as casu bhase.	an attack ialty,	INFA 6" of t this al units. nor an	c for models in friendly SPACE WOLVES NTRY, BIKER and CAVALRY units that are withir this unit when they make their attacks. This range of bility is doubled to 12" for friendly BLOOD CLAW . Units of Wulfen are never affected by this ability,
FACTION KEYWORDS	loses a v a mode unit tha with the even if t Storm S has a 3-	l in this at slew t em befo they hav Shield: + invuln	unit is s hem has re remov ze alread A model erable sa	lain in th made its ving thein y attacke equipped ave.	e Fight attacks model d that p d with	a, you ca as casu bhase.	an attack ialty,	INFA 6" of t this al units. nor an of the	c for models in friendly SPACE WOLVES NTRY, BIKER and CAVALRY units that are within this unit when they make their attacks. This range of bility is doubled to 12" for friendly BLOOD CLAW . Units of Wulfen are never affected by this ability, re units that have already been affected by the Curse by Wulfen (Hunt) earlier in the turn.



The Wulfen lope into battle with ferocious howls, swinging their outsized weapons with feral fury.

5. 			LO	NE W	70I	L F		
NAME	М	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 cha	insword,	bolt pistol, f	rag grei	nades an	d krak g	grenades.
WEAPON	RANGE	TYPE		S	AP	0	ABILI	TIES
Bolt pistol	12"	Pistol	1	4	0	1	-	
Plasma pistol	When a	ttacking v	vith this v	veapon, choo	ose one	of the p	ofiles be	elow.
- 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		time the bearer fights, it can make 1 additional k with this weapon.
Frag grenade	6"	Grena	de D6	3	0	1	-	
Krak grenade	6"	Grena	de 1	6	-1	D3	-	
WARGEAR OPTIONS	• This n		replace i					e <i>Space Wolves Melee Weapons</i> list. Asma pistol or an item from the <i>Space Wolves</i>
ABILITIES	A Glori	ous Deatl	h: Roll	Fear (pg 130 a D6 each tir roll of 4+ th	me this		of 1 f	orthy of a Saga: You can re-roll failed wound rolls or this model when attacking a CHARACTER or VSTER in the Fight phase.
	phase, o you can	once the un attack wi	nit that sl th him be	model is sla ew him has i fore removir	nade its ng his n	s attacks nodel as	, Warle	army of One: This model can never have a ord Trait.
	casualty	, even if h	e has alre	ady attacked	that ph	ase.		n Shield: A model equipped with a storm shield 3+ invulnerable save.
FACTION KEYWORDS	IMPE	RIUM, A	DEPTU	S ASTARI	'ES, SP	ACE W	OLVE	S
KEYWORDS	CHAR	ACTER,	INFAN	TRY, LON	E WO	LF	-	



Every Lone Wolf goes to battle determined to avenge his fallen pack-mates.

		П			E W			R	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Lone Wolf in Terminator Armour	5"	2+	3+	4	4	4	3	9	2+ (5++)
A Lone Wolf in Terminat	or Armour i	s a singl	e model	armed	with a p	ower sv	vord and	d storm	bolter.
WEAPON	RANGE	TYP	E		S	AP	0	ABIL	ITIES
Storm bolter	24"	Rap	id Fire 2	!	4	0	1	-	
Power sword	Melee	Mel	ee		User	-3	1	-	
ABILITIES	And Th Telepon up this of placin your M	t Strike model in ng it on ovemen	I Know I During n a telep the battl t phases	g deplo ortariu lefield. this m	r (pg 130 yment, ye m chaml At the en odel can ld – set it	ou can ber inst id of an use a te	ead y of leport	loses not l phas you o	lorious Death: Roll a D6 each time this model s his final wound; on a roll of 4+ that wound is lost. In addition, if this model is slain in the Fight se, once the unit that slew him has made its attacks, can attack with him before removing his model as alty, even if he has already attacked that phase.
	enemy	models.			han 9" av		m any	of 1 i	Forthy of a Saga: You can re-roll failed wound rolls for this model when attacking a CHARACTER or NSTER in the Fight phase.
	invulne	rable sav	ve.		bed with		shield		Army of One: This model can never have a lord Trait.
	has a 3+	- invuln	erable sa	ave.					
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, SF	PACE V	VOLVE	ES
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, TERI	MINA	TOR, L	ONE	WOLF

			MU	RI	DER	FA	NG		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Murderfang	8"	2+	3+	6	7	8	5	8	3+
Murderfang is a single m your army.	odel armed v	vith the	e Murder	claws, a	a storm b	oolter an	d a hea	vy flame	r. Only one of this model may be included in
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Heavy flamer	8"	He	avy D6		5	-1	1	This	weapon automatically hits its target.
Storm bolter	24"	Raj	oid Fire 2	2	4	0	1	-	
The Murderclaws	Melee	Me	lee		x2	-3	3	You	can re-roll failed wound rolls for this weapon.
ABILITIES			ll Know : ou can re		40		olls for	Murderf	fang.
FACTION KEYWORDS	IMPEF	RIUM	ADEP	TUS A	START	TES, SP	ACE W	VOLVE	S
KEYWORDS	CHAR	ACTE	R, VEH	IICLE	DREA	DNOU	GHT,	MURE	DERFANG

			W	OLI	F GI	JA]	RD		
NAME	М	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 G armed with a boltgun, bolt						n inclue	de up to	5 additio	onal Wolf Guard (Power Rating +9). Each model
WEAPON	RANGE			lak giel	S	AP	D	ABILI	TIES
Bolt pistol	12"	Pis	tol 1		4	0	1	-	
Boltgun	24"	Rap	oid Fire 1		4	0	1	-	
Plasma pistol	When a	attackin	g with th	is weap	on, choc	se one	of the pr	ofiles be	elow.
- Standard	12"	Pis	tol 1		7	-3	1	-	
- Supercharge	12"	Pis	tol 1		8	-3	2	On a	hit roll of 1, the bearer is slain.
Chainsword	Melee	Me	lee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.
Frag grenade	6"	Gre	enade D6	i -	3	0	1	-	
Krak grenade	6"	Gre	enade 1		6	-1	D3	-	
WARGEAR OPTIONS	 Any r Any r Weap The e 	nodel n nodel n <i>ons</i> list. ntire un	nay take a nay repla	an item ce its bo ike jumj	from the olt pistol p packs (e Space with a Power	Wolves 1 storm sh Rating	<i>Melee Ŵ</i> iield, pla + 1 per 5	ace Wolves Combi-weapons list. 'eapons list. Isma pistol or an item from the Space Wolves Mele 5 models) . If it does, its Move characteristic s.
ABILITIES	Storm	Shield:	l l Know A model aerable sa	equipp	.10		shield	you s the sl battle on th phase	Pack Assault: If this unit has jump packs, when et it up during deployment, it can be set up high in kies, ready to strike, instead of being placed on the efield. If it is, it can make a sudden assault to arrive the battlefield at the end of any of your Movement es; when it does so set it up anywhere that is more 9" from any enemy models.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, SF	PACEW		



Each member of a Wolf Guard pack is a hero with a mighty wyrd, saga-sung warriors who fight with their favoured weapons.

14			W	OLF ON	GU BIK		RD			
NAME	М	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 on Bike	14"	3+	3+	4	5	2	3	8	3+	
Rating +14). Each model is equipped with a twin boltg	s armed wi un.	th a cha	insword						ide up to 5 additional Wolf Guard on Bikes (P nades and rides into battle on a Space Marine	
WEAPON	RANGE	TYP	-		S	AP	0	ABILI	TIES	
Bolt pistol	12"	Pist			4	0	1	-		
Boltgun	24"	-	id Fire 1		4	0	1	-		
Plasma pistol	When a		-	is weapo			of the p	rofiles be	elow.	
- Standard	12"	Pist			7	-3	1	-		
- Supercharge	12"	Pist			8	-3	2	On a	hit roll of 1, the bearer is slain.	
Twin boltgun	24"	Rap	id fire 2		4	0	1	-		
Chainsword	Melee	Mel	ee		User	0	1		time the bearer fights, it can make 1 addition k with this weapon.	al
Frag grenade	6"	Gre	nade D6		3	0	1	-		
Krak grenade	6"	Gre	nade 1		6	-1	D3	-		
WARGEAR OPTIONS	• Any m • Any m	nodel m	ay repla	ce its cha	ainswor	d with a	in item i	from the	olves Combi-weapons list. 2 Space Wolves Melee Weapons list. 2 Isma pistol or an item from the Space Wolves M	Лelee
ABILITIES	And Th Storm S has a 3+	hield:	A model	equippe			shield	Move	o-boost: When this unit Advances, add 6" to it e characteristic for that Movement phase inste g a dice.	
FACTION KEYWORDS	IMPEF	RIUM,	ADEP	TUS AS	TART	'ES, SP	ACE W	OLVE	S	
KEYWORDS		, WOI								



ARJAC ROCKFIST

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Arjac Rockfist	5"	2+	3+	5	4	5	4	8	2+ (3++)
Arjac Rockfist is a single m	odel arme	d with I	Foehamn	ner. On	ly one of	f this m	odel may	be incl	uded in your army.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Foehammer (shooting)	12"	Ass	ault 1		x2	-3	D3	Whe	n attacking CHARACTERS or MONSTERS, this
Foehammer (melee)	Melee	Me	lee		x2	-3	D3	weap	on has a Damage of 3.
ABILITIES	The An save. In Rockfis Champ hit rolls	vil Shie additio t by 1 (t ion of t	on, reduc o a mini he King ac Rockf	c Rockfi e all dar mum o sguard : fist in th	ist has a mage sut f 1). You can he Fight	3+ invu ffered b n re-roll phase w	failed hen	Arjac instea of an strike on th enem	port Strike: During deployment, you can set up c Rockfist in his Strike Cruiser's teleportarium ad of placing him on the battlefield. At the end y of your Movement phases he can use a teleport e to arrive on the battlefield – set him up anywhere he battlefield that is more than 9" away from any ny models.
	1 additi in frien	onal att dly WO	ARACT ack in the DLF GUA start of t	e Fight RD un	phase fo its withi	or all m	odels	1 for	ne to the High King: You can re-roll wound rolls of friendly SPACE WOLVES units that are within 6" is model.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	res, sf	PACE W	OLVE	S
KEYWORDS	CHAR	ACTE	R, INF.	ANTR	Y, TER	MINA	TOR, W	OLF (GUARD, ARJAC ROCKFIST

		Π	WC n ter		F GU			R	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard in Terminator Armour	5"	3+	3+	4	4	2	2	8	2+ (5++)
Wolf Guard Pack Leader in Terminator Armour	5"	3+	3+	4	4	2	3	8	2+ (5++)
Wolf Guard in Terminator A • Each Wolf Guard in Term • The Wolf Guard Pack Lea	Armour (P iinator Arr der in Terr	ower R nour is ninator	ating +15 armed wi Armour	5). ith a po	wer fist ed with a	and sto 1 power	rm bolte sword a	er. and storr	
WEAPON	RANGE	TYPI			S	AP	0	ABILI	
Cyclone missile launcher	When a	-	, with this	s weapo	on, choo	se one	of the pi	ofiles be	elow.
- Frag missile	36"	Hea	vy 2D3		4	0	1	-	
- Krak missile	36"	Hea			8	-2	D6	-	
Storm bolter	24"	Rap	id Fire 2		4	0	1	-	
Power fist	Melee	Mel	ee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.
Power sword	Melee	Mel	ee		User	-3	1	-	
WARGEAR OPTIONS	Weapo • Any m Space • For ea	ons list. Iodel m Wolves ch five i	ay replace T <i>erminate</i> nodels, o	e its sto or Mele one Wol	rm bolto e Weapo f Guard	er with ons lists in Terr	a storm ninator	shield o Armour	n item from the <i>Space Wolves Terminator Melee</i> or an item from the <i>Space Wolves Combi-weapons</i> o or may take a cyclone missile launcher or replace <i>Veapons</i> list.
ABILITIES		erminat	l Know N us: All m ve.		10		a 5+	unit i on th phase	port Strike: During deployment, you can set up thin a teleportarium chamber instead of placing it e battlefield. At the end of any of your Movement es this unit can use a teleport strike to arrive on the effeld – set it up anywhere on the battlefield that is
			A model e erable sav		ed with a	a storm	shield		than 9" away from any enemy models.
FACTION KEYWORDS	IMPE	RIUM,	ADEPT	'US AS	START	ES, SP	ACE W	OLVE	S

t 6			SV	VIF'	TC	LAV	VS		
NAME	М	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+
Wolf Guard 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 boltgun.

• 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 boltgun and a heavy bolter.

• A Wolf Guard 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 boltgun.

WEAPON	RANGE	ТҮРЕ	S	AP	0	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 at	acking with this we	eapon, choo	se one	of the pro	ofiles 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	-					
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	-					
	 One Sw Space V The Sw The Wo Space V 	Volves Special Weap iftclaw Pack Leader olf Guard Bike Lead Volves Combi-weapo	v Pack Lead ons list. may replac er may repl ons list.	er may e his b ace his	replace t olt pistol bolt pisto	heir bolt pistol with a plasma pistol or an item from the with an item from the <i>Space Wolves Melee Weapons</i> list. ol with an item from the <i>Space Wolves Melee Weapons</i> or r with a multi-melta.					
ABILITIES	And The	y Shall Know No F	ear (pg 130)		Berserk Charge: On a turn in which they make a					
						successful charge, you can make 1 additional attack in					
		ong: Unless this uni ler, or is within 6" o				the Fight phase with all models in the unit.					
						Turbo-boost: When this unit Advances, add 6" to its					
		GUARD , it must declare a charge in its Charge phase if it is possible to do so. Turbo-boost: When this unit Advances, add 6" to it Move characteristic for that Movement phase instea rolling a dice.									
FACTION KEYWORDS	IMPER	IUM, ADEPTUS	ASTART	ES, SF	PACE W	OLVES					
KEYWORDS	BIKER,	BLOOD CLAW,	SWIFTC	LAWS	5						

A 3		SWI	FTC]	LAW BIKI	Z A' ES	ГТА	CK	5		
NAME	М	WS	BS S	T	W	A	Ld	Sv		
Swiftclaw Attack Bike	14"	3+	4+ 4	5	4	2	7	3+		
	ting +6). Each	n model is	crewed by					(Power Rating +3) or 2 additional Swiftclaw istols, frag grenades and krak grenades, and is itsel		
WEAPON	RANGE	TYPE		S	AP	0	ABILI	TIES		
Bolt pistol	12"	Pistol	1	4	0	1	-			
Heavy bolter	36"	Heavy	3	5	-1	1	-			
Multi-melta	24"	Heavy	1	8	-4	D6	two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard th st result.		
Twin boltgun	24"	Rapid	fire 2	4	0	1	-			
Frag grenade	6"	Grena	de D6	3	0	1	-			
Krak grenade	6"	Grena	de 1	6	-1	D3	-			
WARGEAR OPTIONS	• Any n	nodel may	replace its	heavy bol	ter with	a multi-	melta.			
ABILITIES	Berserk	Charge: ful charge,	Cnow No Fo On a turn i you can m ith all mode	n which th ake 1 addi	ney mak tional a		 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 or rolling a dice. 			
FACTION KEYWORDS	IMPE	RIUM, A	DEPTUS	ASTAR	TES, SP	PACE W		Ŭ		
KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES BIKER, BLOOD CLAW, SWIFTCLAW ATTACK BIKES									



Powerful engines howl like feral beasts as the Swiftclaw Bikers speed into battle.

			ST	OR	RMV	NO	LF			DAMAGE Some of this model's o it suffers damage, as s		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Stormwolf	*	6+	*	8	7	14	3	8	3+	8-14+	20-50"	3+
A Stormwolf is a single m helfrost cannon.	nodel armed	l with tw	vo lascar	nons, t	wo twin	heavy l	oolters ar	nd a twi	n	4-7 1-3	20-35" 20"	4+ 5+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Lascannon	48"		vy 1		9	-3	 D6	-				
Skyhammer missile launcher	60"		vy 3		7	-1	targe	ets that c	hit rolls made for this we can Fly . Subtract 1 from t oon against all other targe	he hit rolls m	ade	
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-		0		
Twin helfrost cannon										a model suffers any unsav Il wound.	ved wounds fi	om
- Dispersed beam	24"	Hea	vy 2D3		6	-2	1	-				
- Focused beam	24"	Hea	vy 2		8	-4	D6	-				
Twin multi-melta	24" Heavy 2 8 -4 D6									is within half range of thi en inflicting damage with		
WARGEAR OPTIONS	• This n	nodel m	ay repla	ce its tw	vin heav	y bolter	s with tw	vo twin	multi-m	neltas or a skyhammer mi	ssile launcher	
ABILITIES	roll a D before a crashes suffers I	6 before any emb in a fier D6 mort	removi arked m y explos al woun	ng it fro odels d ion and ds.	om the b isembar l each ur	attlefiel k. On a nit with	6 it	charg attac Harc hit ro	ged by u ked in tl d to Hit: olls for a	his model cannot charge, inits that can Fly, and can he Fight phase by units th Your opponent must sub ittacks that target this mo ase.	only attack on the can Fly.	or be
	Move cl phase, a Superso Movem	 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 Shooting phase. Supersonic: Each time this model moves, first pivot i on the spot up to 90° (this does not contribute to how far the model moves), and then move the model strai forwards. Note that it cannot pivot again after the initi pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do n roll a dice. 										
TRANSPORT	A Storn	nwolf ca								Each TERMINATOR , JU rt PRIMARIS models.	JMP PACK o	r
FACTION KEYWORDS											11.	
KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES VEHICLE, TRANSPORT, FLY, STORMWOLF											

$\begin{bmatrix} 8 \end{bmatrix}$
Power
OWE

Power

THUNDERWOLF CAVALRY

NAME	М	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	ТҮРЕ	S	AP	D	ABILITIES						
Thunderwolf Cavalry & Th	nunderwolf	Cavalry Pack Leade	er									
Bolt pistol	12"	Pistol 1	4	0	1	-						
Boltgun	24"	Rapid Fire 1	4	0	1	-						
Plasma pistol	When at	Vhen 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.						
WARGEAR OPTIONS		/ 1				rom the Space Wolves Melee Weapons list. ield, boltgun or plasma pistol.						
ABILITIES	And The	y Shall Know No Fe	ar (pg 130))		Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save.						
FACTION KEYWORDS	IMPER	IUM, ADEPTUS A	ASTART	ES, SP	ACE W	OLVES						
KEYWORDS	CAVAL	RY, WOLF GUAR	D, THUI	NDER	WOLF	CAVALRY						

FENRISIAN WOLVES

NAME	М	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+			
			e 1 Cybe	1					wer Rating +2) or up to 10 additional Fenrisian attacks with its teeth and claws.			
Teeth and claws	Melee	Mel	ee		User	-1	1	-				
ABILITIES	Pack M	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.										
ADILITICƏ	contain	s 6 or m	ore mo	dels, or ac		1			C			
ABILITIES FACTION KEYWORDS	contain contain	s 6 or m s 10 or 1	ore moo nore mo	dels, or ac	ld 2 ins	stead if t	he unit	this u	nit.			

rowst			S	KY	CLA	W	S					
NAME	М	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+			
			Each mo						cyclaws (Power Rating +4). It can also include a stol, frag grenades and krak grenades. TIFS			
Bolt pistol	12"		- :ol 1		4	0	1	-				
Plasma pistol - Standard	When a 12"		g with th ol 1	iis weaj	oon, choo 7	se one -3	rofiles b -	elow.				
- Supercharge	12"	Pist	ol 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 addition attack with this weapon.				
Frag grenade	6"	Gre	enade De	5	3	0	1	-				
Krak grenade	6"	Gre	enade 1		6	-1	D3	-				
WARGEAR OPTIONS	Weap • The SI • The W he ma	ons list. kyclaw I Volf Gua ay also r	Pack Lea ard Sky I eplace h	der ma Leader is bolt j	y replace may repla pistol with	his cha ce his o n a plas	ainsword chainswo	l with an ord with ol or an i	a pistol or an item from the Space Wolves Special in item from the Space Wolves Melee Weapons list. In an item from the Space Wolves Melee Weapons list 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 attact 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 Berserk Charge: On a turn in which they make a successful charge, you can make 1 additional attact the Fight phase with all models in the unit. Headstrong: Unless this unit contains a Wolf Gua Leader, or is within 6" of a friendly WOLF GUAR											
		set it up	p anywh		ement pha t is more t				declare a charge in its Charge phase if it is possibl			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, SF	PACE W	OLVE	S			
	INFANTRY, BLOOD CLAW, JUMP PACK, FLY, SKYCLAWS											



Headstrong and spirited, Skyclaws surge into battle without a thought for their own safety, seeking slaughter and glory at any price.

14 14	S	то	RM	FA	NG	Gl	JNS	HI	P	DAMAGE Some of this model's o it suffers damage, as s		s change	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
Stormfang Gunship	*	6+	*	8	7	14	3	8	3+	8-14+	20-50"	3+	
A Stormfang Gunship is and a two stormstrike mi			ed with a	helfro	st destru	ctor, tw	o twin h	eavy bol	ters	4-7 1-3	20-35" 20"	4+ 5+	
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES				
Helfrost destructor	When a this wea	ttacking pon bu	g with th t is not s	is wear lain, ro	oon, choo Il a D6; o	ose one on a 6, t	of the pi he target	rofiles be t suffers :	low. If a a mortal	a model suffers any unsav l wound.	ved wounds fr	om	
- Dispersed beam	24"	Hea	vy 3D3		6	-2	2	-					
- Focused beam	24"												
Lascannon	48"	48" Heavy 1 9 -3 D6 -											
Skyhammer missile launcher	60"	Hea	ivy 3		7	-1	D3	targe	ts that c	nit rolls made for this we an FLY . Subtract 1 from on against all other targe	the hit rolls m	nade	
Stormstrike missile launcher	72"	72" Heavy 1 8 -3 3											
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					
Twin multi-melta	24"	Hea	wy 2	s within half range of thi en inflicting damage with									
WARGEAR OPTIONS										eltas or a skyhammer mi scannons.	issile launcher		
ABILITIES	roll a D before a crashes suffers I	6 before iny emb in a fier D6 mort	e removi arked m ry explos tal woun	ng it fro odels d ion and ds.	is reduc om the b lisembar d each un noves in	attlefiel k. On a hit with	d and 6 it	charg attack Hard hit ro	ed by un ked in th to Hit:	his model cannot charge, nits that can Fly, and can ne Fight phase by units th Your opponent must sul ttacks that target this mo	n only attack of hat can Fly. btract 1 from	r be	
	Movem Move cl phase, a	ent pha naracter and it los onic abil	se, you c istic bec ses the A ities unt	an decl omes 2 Arborn	lare it wi 10" until 1 e, Hard 1 eginning	ll hover. the end to Hit a	of the nd	Supe: on th far th forwa	rsonic: e spot u e model ards. No	Each time this model ma p to 90° (this does not ca l moves), and then move te that it cannot pivot ag this model Advances, in	ontribute to he the model str ain after the in	ow aight nitial	
		Heavy			This moo ut sufferi			-	cteristic	c by 20" until the end of t			
TRANSPORT			-							ch TERMINATOR, JUM ARIS models.	IP PACK or W	/ulfen	
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	ГUS А	START	TES, SP	PACE W	OLVES	S				

		(1) (B(1))		11234				al Parta					
tower			LC)N(G FA	AN	GS						
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Long Fang	6"	3+	3+	4	4	1	1	8	3+				
Long Fang Pack Leader	6"	3+	3+	4	4	1	2	8	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+ (5++)				
Pack Leader is also armed • A Wolf Guard Pack Leade • A Wolf Guard Pack Leade	d with a ch er is armec er in Term	ainswor l with a inator A	d. chainswo armour is	ord, bo	lt pistol, d with a p	frag gre oower s	nades a word an	nd krak d storm	bolter.				
WEAPON	RANGE	TYP			S	AP		ABILI	IES				
Bolt pistol	12"		ol 1		4	0	1	-					
Boltgun	24"	1	oid Fire 1		4	0	1	-					
Plasma pistol		attacking	g with thi	is weap	on, choc	ose one	of the p	rofiles be	elow.				
- Standard	12"	Pist	Pistol 1		7	-3	1	-					
- Supercharge	12"	Pist	Pistol 1			-3	2	On a	hit roll of 1, the bearer is slain.				
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-					
Chainsword	Melee	Me	lee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.				
Power sword	Melee	Me	lee		User	-3	1	-					
Frag grenade	6"	Gre	nade D6		3	0	1	-					
Krak grenade	6"	Gre	nade 1		6	-1	D3	-					
WARGEAR OPTIONS	 The L Space The L The W Weap Comb The W Wolve 	 Any Long Fang may replace his boltgun with an item from the <i>Space Wolves Heavy Weapons</i> list. The Long Fang Pack Leader may replace his boltgun and bolt pistol with a plasma pistol or an item from the <i>Space Wolves Special Weapons</i> list. The Long Fang Pack Leader may replace his chainsword with an item from the <i>Space Wolves Melee Weapons</i> list. The Wolf Guard Pack Leader may replace his chainsword with an item from the <i>Space Wolves Melee Weapons</i> list; he may also replace his bolt pistol with a plasma pistol or an item from the <i>Space Wolves Combi-weapons</i> list. The Wolf Guard Pack Leader in Terminator Armour may replace his power sword with an item from the <i>Space Wolves Combi-weapons</i> list; he may also replace his the may also replace his storm bolter with an item from the <i>Space Wolves Space Wolves</i> list; he may also replace his the may also replace his storm bolter with an item from the <i>Space Wolves Space Wolves</i> list; he may also replace his the may also replace his storm bolter with an item from the <i>Space Wolves</i> list; he may also replace his the may also replace his storm bolter with an item from the <i>Space Wolves</i> list; he may also replace his storm bolter with an item from the <i>Space Wolves</i> list; he may also replace his storm bolter with an item from the <i>Space Wolves</i> list; he may also replace his storm bolter with an item from the <i>Space Wolves</i> list; he may also replace his storm bolter with an item from the <i>Space Wolves</i> list; he may also replace his storm bolter with an item from the <i>Space Wolves</i> list; he may also replace his storm bolter with an item from the <i>Space Wolves</i> list; he may also replace his storm bolter with an item from the <i>Space Wolves</i> list; he may also replace his storm bolter with an item from the <i>Space Wolves</i> list; he may also replace his storm bolter with an item from the <i>Space Wolves</i> list; he may also replace his storm bolter with an item from the <i>Space Wolves</i> list; he may also replace his storm bolter with an item											
		Combi-weapons or Terminator Heavy Weapons list. 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											
ABILITIES	Crux T		t us: A W mour has					re-ro	oll hit rolls of 1 for any models from this unit that				
ABILITIES Faction keywords	Crux T Termin	ator Ari		a 5+ ii	nvulnera	ble save		re-ro targe	oll hit rolls of 1 for any models from this unit that et the enemy unit you picked that phase.				

DEATHWATCH

Armed with the most advanced weapons and technology at the Imperium's disposal, the Deathwatch is Humanity's shield against the xenos horrors that threaten to overrun it on all fronts.

With members hailing from across the Space Marine Chapters, the Deathwatch is a brotherhood of warriors sworn to the safeguarding of Mankind against the alien menace. They have access to the very finest artefacts, weapons and equipment available in the Imperium, for they are outnumbered a billion times over by the seething hordes and cruel warbands of the xenos. It is a mark of the devastating skill and precision tactics of these deadly warriors that they stand strong against this hateful tide, never faltering for a moment. Theirs is the long watch, and without their ceaseless vigilance the Imperium would have fallen long ago.

'Such things I have seen. Shapeless horrors, their twisted, lumpen forms devoid of all logic, drifting forth from the space beyond the stars to infect our galaxy with their dreaming madness. An ocean of swarming, writhing alien shapes, pressed thick enough to smother the light from a sun. Creatures so unimaginably vast that our strike cruisers were naught but a speck of grit upon their eye. If the common man knew, brother. If he had even an inkling. Throne of Terra, the entire Imperium would be lost to madness and terror.'

> - Sergeant Vietrach, 2nd Company Howling Griffons, formerly assigned to Deathwatch Kill Team Chaeros

Much as the Space Marines are recruited from the very finest specimens of Humanity, the Deathwatch draws its warriors from the elite of the Adeptus Astartes. Battle-brothers of the Deathwatch may hail from any Chapter, but to be chosen for such an honour they must already have displayed a particular talent for the eradication of xenos. With the assent of his superiors and the Chapter Master himself, the chosen warrior departs for the watch fortress that will be his home for the length of his vigil. Scattered across the galaxy, and commanded by the strategic masterminds known as Watch Masters, these fortified bastions stand guard against unimaginable horrors from amidst the stars and beyond. They also act as training grounds for the next generation of Deathwatch warriors.

New recruits are forced to endure gruelling regimes of physical and mental excoriation, supplemented by hypno-indoctrination courses that hammer all manner of xeno-biological knowledge into the subject's subconscious mind. By the time the recruit is ready to join a Kill Team - a squad comprised of fellow acolytes taken from as many as ten different Chapters - he is intimately familiar with the vulnerabilities and unique strengths of every alien species the Deathwatch has ever encountered. Bolstering this new-found knowledge, and the personal battle experience the warrior has accumulated during his own years of combat, are the disparate skills of his fellow warriors. While there is often inter-squad friction between the disparate Chapters, each warrior brings to the Deathwatch his own specialties, cultural beliefs and insights. Each Kill Team bonds in the heat of battle, learning to combine its varied talents into a fighting force that is both versatile and furiously potent.

The Deathwatch fight with predatory precision, identifying key weak points to exploit and overwhelming their foe with a single, deadly strike. Where a Tyranid swarm threatens to overwhelm a helpless frontier world, a Kill Team is dispatched to eliminate the synapse creatures that hold it together. Should an Ork gathering threaten an entire sector with the prospect of a Waaagh!, strike teams will swoop down within heavily armed Corvus Blackstars to eliminate the threat. The heavy assault cannons and cluster missiles of these swift gunships unleash a storm of flesh-rending fire, while their post-human occupants spill out to cut the heads from the snake, mowing the greenskin leaders down with a volley of hellfire bolter rounds that douse them in voracious acids. Evasive foes such as the capricious Aeldari are hunted down by packs of speeding bikers, while Terminators and hulking Dreadnoughts provide a heavy counter-punch should a Deathwatch detachment find itself facing monstrous, bio-organic horrors or alien mechs.

There is no xenos threat that these black-clad warriors cannot conquer, and no lengths to which they will not go to fulfil their vows. They utilise every weapon and warrior at their disposal and so, as the new influx of Primaris Space Marines flows out to the Emperor's embattled Chapters, the Watch Masters observe with interest, and draw up revised plans of their own.



THE BLACK SHIELDS

There are those amongst the ranks of the Deathwatch who forgo the right to wear their Chapter's heraldry upon their right shoulder. These enigmatic figures have abandoned their true names and removed from their armour any icons or honour-scrolls that might once have identified them. They come to the watch fortresses of the Deathwatch in supplication, pleading with the resident Watch Master for a chance to join the ranks of the alien hunters. So few are the Deathwatch that such requests are rarely turned down. None know the reasons why these warriors - known as Black Shields by their fellow battle-brothers - have denied their heritage, and it is an unspoken rule amongst the Deathwatch that none shall ask. Perhaps they are the last of a lost Chapter, destroyed by xenos raiders. It may be that they seek atonement for a grievous sin or failure of duty committed in their past. All that matters is that they fight with a furious determination to prove their loyalty to the Imperium.



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.

170

ABILITIES

The following abilities are common to several Deathwatch units:

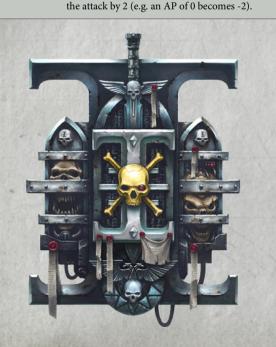
And They Shall Know No Fear

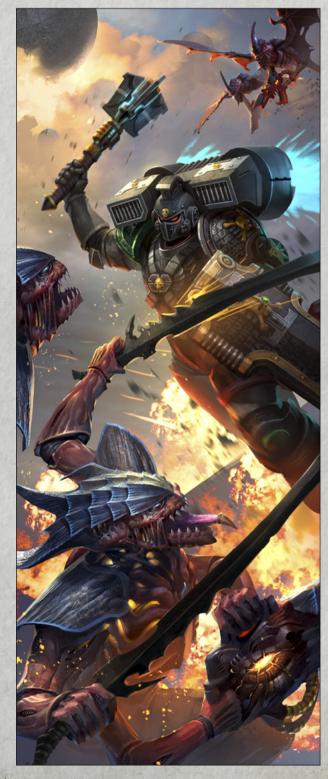
You can re-roll failed Morale tests for this unit.

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 VEHICLES).
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





DEATHWATCH CHAPTER

The following Space Marines datasheets can be from the Deathwatch. Those that are 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 EOUIPMENT

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 blade¹
- ¹ 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 EOUIPMENT

- 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

DEATWATCH 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

2 7 2000		T	NA	ГСІ	ΗM	AS	TEI	2				
NAME	M	WS	BS	S	T	W	A	Ld	Sv			
Watch Master	6"	2+	2+	4	4	6	4	9	2+ (4++)			
A Watch Master is a single r	nodel arr	ned wit	h a guar	dian sp	ear, frag	grenade	s and kr	ak gren	ades.			
WEAPONS	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Guardian spear (shooting)	24"	Rap	Rapid Fire 1			-1	2	-				
Guardian spear (melee)	Melee	Me	lee		+1	-3	D3	-				
Frag grenade	6"	Gre	enade De	5	3	0	1	-				
Krak grenade	6"	Gre	enade 1		6	-1	D3	-				
ABILITIES	Ammu	o Grenade 1 o -1 D3 - And They Shall Know No Fear, Special Issue Watch Master: You can re-roll failed hit rolls for frie Ammunition (pg 170) DEATHWATCH units within 6" of this model. Iron Halo: This model has a 4+ invulnerable save.										
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, DI	EATHW	VATCH	I			
KEYWORDS		,	CHAR									

	10.10.1020	1800.00					-				
		WA	TCH	CAP	TA	IN .	AR	ΓEMIS			
NAME	M	WS	BS	S T	W	A	Ld	Sv			
Watch Captain Artemis	6"	2+	2+	4 4	5	4	9	3+ (4++)			
				power sword,	, Hellfir	e Extren	nis, frag g	grenades, krak grenades and a stasis bomb. Only			
one of this model may be i		'	'								
WEAPONS	RANGE	TYPE		S	AP	0	ABILIT	IES			
Hellfire Extremis			with this your this wear		ose one	or both	of the pr	ofiles below. If you choose both, subtract 1 from all			
- Hellfire flamer	8"	Assa	ult D6	*	0	1	woun	weapon automatically hits its target. This weapon ds on a 4+, unless it is targeting a VEHICLE , in a case it wounds on a 6+.			
- Boltgun	24"	Rapi	d Fire 1	4	0	1	-				
Power sword	Melee	Mele	ee	User	-3	1	-				
Frag grenade	6"	Grei	nade D6	3	0	1	-				
Krak grenade	6"	Grei	nade 1	6	-1	D3	-				
Stasis bomb	6"	Grei	nade 1	-	-	-	hits, c	weapon can only be used once per battle. If the attack leal D6 mortal wounds to your target. If it misses, n Captain Artemis suffers D6 mortal wounds.			
ABILITIES	And Th Ammur			Fear, Specia	l Issue		Capta	oppable Champion: Roll a D6 whenever Watch iin Artemis loses a wound. On a 6, he does not lose vound.			
Rites of Battle: You can re-roll hit rolls of 1 made for friendly DEATHWATCH units within 6" of Watch Captain Artemis.								Iron Halo: Watch Captain Artemis has a 4+ invulnerable save.			
FACTION KEYWORDS	IMPER	RIUM,	ADEPTU	JS ASTART	ES, DI	EATHV	VATCH				
KEYWORDS	INFAN	TRY. C	CHARAC	CTER, CAP	TAIN.	ARTE	MIS				

► 9	DF	EAT	HW	AT	'CH	KI	LL	TEA	AM
NAME	М	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+ (5++)
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. A Black Shield can take the place of one Deathwatch Veterans. 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 boltgun, 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 boltgun.

WEAPON	RANGE	ТҮРЕ	S	AP	0	ABILITIES		
Bolt pistol	12"	Pistol 1	4	0	1	-		
Boltgun	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 boltgun	24"	Rapid fire 2	4	0	1	-		
Frag grenade	6"	Grenade D6	3	0	1	-		
Krak grenade	• Any Deathwatch Veter	Grenade 1	6	-1	D3	-		
OPTIONS	 replace their boltgun w Equipment list. Up to 4 Deathwatch Veritem from the Deathwatch Veter: thunder hammer (pg 2 A Watch Sergeant may Any Deathwatch Vang and chainsword with a items chosen from the 	eterans may replace <i>itch Heavy Weapons</i> an may replace thei 21). take a combat shiel uard Veteran may re heavy thunder ham	their boltgun list. r boltgun with d (pg 209). eplace their bo nmer (pg 221)	with an a heavy olt pistol or two	We • Any • Any and hau • Any ma	tter with a weapon from the <i>Deathwatch Terminator Heavy</i> <i>sapons</i> list. y Deathwatch Terminator may replace its power fist with a apon from the <i>Deathwatch Terminator Melee Weapons</i> list. y Deathwatch Terminator may replace its storm bolter d power fist with two lightning claws (pg 209) or a thunder mmer (pg 209) and storm shield (pg 209). y Deathwatch Biker may take a power axe (pg 209), power ul (pg 209) or power sword (pg 209). te Deathwatch Biker may take a Deathwatch teleport homer.		
ABILITIES	And They Shall Know 1 (pg 170)				can r	ement Through Honour: A unit that contains a Black Shield nake Heroic Interventions as if it were a CHARACTER , and do so if able to.		
	Mixed Unit: A Deathwated different Toughness char Toughness characteristic unit when the enemy ma	acteristics. If this is of the majority of t	the case, use t he models in t	he he		ntless Assault: When a Kill Team that includes any Deathwatch rs Falls Back, it can charge later that turn.		
	majority, the Deathwatch used. Whilst the unit inc the TERMINATOR keyw Bikers, it has the BIKER	n player may choose ludes any Deathwat vord; whilst it inclu keyword; whilst is i	which of the ch Terminator des any Death ncludes any	values is rs, it has watch	home deple telep Whil	hwatch Teleport Homer: If this unit has a Deathwatch teleport er, place it anywhere in your deployment zone when your army oys. If an enemy model is ever within 9" of the Deathwatch ort homer, it is deactivated and removed from the battlefield. Is there are any friendly Deathwatch teleport homers on attlefield, a unit that contains one or more Deathwatch		
	Bikers, it has the BIKER keyword; whilst is includes any Deathwatch Vanguard Veterans, it has the JUMP PACK keyword.teleport homer, it is deactivated and removed from the Whilst there are any friendly Deathwatch teleport homer.							
	Vanguard Strike: When a Veterans Falls Back, it ca							
FACTION KEYWI	ORDS IMPER	IUM, ADEPTU	S ASTART	ES, DE	ATHW	VATCH		
KEYWORDS		TRY, KILL TEA						

	D	EAT	THW	[ATC]	H T	ERN	AIN	NATORS			
NAME	М	WS	BS	S T	W	A	Ld	Sv			
Deathwatch Terminator	5"	3+	3+	4 4	2	2	8	2+ (5++)			
Deathwatch Terminator Sergeant	5"	3+	3+	4 4	2	3	9	2+ (5++)			
Power Rating +13). Each Deathwatch Termin The Deathwatch Termina	ator is arm	ned with nt is arn	n a storm b ned with a	olter and po	wer fist. and pov	ver swor	d.	include up to 5 additional Deathwatch Terminate			
WEAPONS	RANGE	TYP		S	AP	0	ABILI	TIES			
Storm bolter	24"	Rap	oid Fire 2	4	0	1	-				
ightning claw	Melee	Me	lee	User	-2	1	mod	can re-roll failed wound rolls for this weapon. If a el is armed with two lightning claws, each time it s it can make 1 additional attack with them.			
Power fist	Melee	Me	Melee		-3	D3		n attacking with this weapon, you must subtract the hit roll.			
Power sword	Melee	Me	Melee		-3	1	-				
Гhunder hammer	Melee	Me	lee	x2	-3	3		n attacking with this weapon, you must subtract the hit roll.			
WARGEAR OPTIONS	Heavy • Any m Weap • Any m	<i>v Weapo</i> nodel m <i>ons</i> list. nodel m	<i>ns</i> list. ay replace	its power fis	t or pow	er sword	with a	ter with a weapon from the <i>Deathwatch Terminat</i> weapon from the <i>Deathwatch Terminator Melee</i> wo lightning claws or a thunder hammer and			
ABILITIES	Crux T	ermina	t us: Termi	o Fear (pg 17 nators have a			up th placi	port Strike: During deployment, you can set his unit in a teleportarium chamber instead of ng it on the battlefield. At the end of any of your			
	invulne Unflinc Morale	: hing: T		itomatically j	passes		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	IMPE	RIUM,	ADEPT	US ASTAR	TES, D	EATHV	VATCH	I			
KEYWORDS			TERMIN								



Clad in ancient armour and wielding the most devastating weaponry, Terminators are walking symbols of the Imperium's might.

LOWE	V	AN	IGU	AI	HW RD V		'ER	AN	S		
NAME	М	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+		
		5	0			0			t can include up to 5 additional Deathwatch		
WEAPONS	Rating + I	10). Eac. Typ		is equi	pped with S	n a bolt AP	pistol, c	ABILI	ord, frag grenades and krak grenades.		
			-					Abili	110		
Bolt pistol	12"	Pistol 1		4	0	1					
Chainsword	Melee	Melee			User	0	1		time the bearer fights, it can make 1 additional k with this weapon.		
Heavy thunder hammer	Melee	Melee			x2	-3	D6	from	en attacking with this weapon, you must subtract 1 a the hit roll. Each time you make a wound roll of rith this weapon, that hit is resolved with a Damag		
Frag grenade	6"	Gre	enade De	5	3	0	1	-			
Krak grenade	6"	Gre	enade 1		6	-1	D3				
WARGEAR OPTIONS	Equip	<i>ment</i> lis	st.						n two items from the <i>Deathwatch Vanguard</i> stol and chainsword with a heavy thunder hamme		
ABILITIES				0	ir, Special			-			
	battlefie	eld. At tl	he end o	of any o	1 /	vemen	t phases	this uni	nit high in the skies instead of placing it on the it can assault from above – set it up anywhere on els.		
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, D	EATHW	VATCH	I		
KEYWORDS					, FLY, V						



Vanguard Veterans specialise in pinpoint strikes, stabbing from the sky directly into the heart of the enemy's ranks.

T 5	L	DEA	THV	VATC	H	BIKI	ERS	5					
NAME	М	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+					
		0	and krak gi				1	3 additional Deathwatch Bikers (Power Rating ace Marine bike equipped with a twin boltgun.					
Twin boltgun	24"		id fire 2	4	АГ 0	1	ADILII	1G					
Power axe	24 Melee	Mel		+1	-2	1	-						
Power maul	Melee	Mel		+1	-1	1	_						
Power sword	Melee	Mel		User	-3	1	-						
Frag grenade	6"	Gre	nade D6	3	0	1	-						
Krak grenade	6"	Gre	nade 1	6	-1	D3	-						
WARGEAR OPTIONS			· ·	wer axe, pov ay take a De		-							
ABILITIES	Ammu	nition (ess Assa	pg 170) ult: When	Fear, Specia		telepo when 9" of the remove Death	watch Teleport Homer: If this unit has a Deathwatch rt homer, place it anywhere in your deployment zone your army deploys. If an enemy model is ever within he Deathwatch teleport homer, it is deactivated and red from the battlefield. Whilst there are any friendly watch teleport homers on the battlefield, a unit that						
	Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.												
FACTION KEYWORDS	IMPE	RIUM,	ADEPTU	S ASTART	'ES, DI	EATHW	ATCH						
KEYWORDS	BIKER	S		1111									



The deafening roar of engines and boltgun fire fills the air as the Bikers of the Deathwatch run their quarry to ground.

		со	RV	US	BL	ACI	KST	AR		DAMAGE Some of this model's it suffers damage, as			nge	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS		
Corvus Blackstar	*	6+	*	8	7	14	*	8	3+	8-14+	20-45"	3+		
A Corvus Blackstar is a sin missile launchers.	gle model	equippe	d with a	twin as	ssault ca	nnon an	id two ste	ormstril	ke	4-7 1-3	20-30" 20"	4+ 5+	I	
WEAPONS	RANGE	TYP	E		S	AP	D	ABILI	TIES				2	
Blackstar rocket launcher	When	attacking	g with th	is weap	on, cho	ose one	of the pr	ofiles be	elow.					
Corvid warhead	30"	Hea	wy D6		6	-1	1		1 to hit : can Fly .	rolls for this weapon wh	nen targeting	g a unit		
Dracos warhead	30"	Hea	wy D6		4	0	1		1 to hit i is in cov	rolls for this weapon wh er.	nen targeting	a unit		
Hurricane bolter	24"	Rap	oid Fire 6	5	4	0	1	-						
Stormstrike missile launcher	72"	Hea	wy 1		8	-3	3	-						
Twin assault cannon	24"		wy 12		6	-1	1	-						
Twin lascannon	48"	Hea	ivy 2		9	-3	D6	-						
	phase, Superse		ses the A ities unt	irborn	e, Hard	to Hit ar	nd	crash	before any embarked models disembark. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D6 mortal wounds.					
	 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. 						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.							
	it on th how far straigh the init its Mov		p to 90° del mov ds. Note . When cteristic l	(this do es), and that it o this mo	bes not c l then m cannot p odel Adva	ontribut ove the vivot aga ances, ir	te to model in after							
TRANSPORT	This m		transpo					FRY mo	odels. Ea	om the subsequent hit ro ach JUMP PACK or TE	RMINATOF		-	
	takes the space of two other models. It can also transport DEATHWATCH BIKER models – each takes up the space of three other models.													
	space of three other models. IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH													
FACTION KEYWORDS	- 1				STAR	ΓES, DI	EATHW	ATCH	I					





GREY KNIGHTS

An ancient order of champions shrouded in mystery and legend, the Grey Knights are Humanity's greatest defence against the threat of Daemonkind. 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 Daemonkind 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 comparably to the companies of the Space Marines - and armed with a variety of unique and esoteric weaponry and equipment focused towards the slaving 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-slaving 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 Daemonkind with bolter and flamer. Towering Nemesis Dreadknights stalk through the carnage, crushing foes to bloody paste with their energised fists, sending great thunderstorms of psycannon rounds into the thick of the Daemon ranks.

Whatever creature leads this army of the damned, whether it be 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 Prognosticars 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 Prognosticars seek the gravest, most terrible gatherings of Daemonkind, 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 reroll 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 1 (pg 35)
- Land Raider (pg 58)
- Land Raider Crusader (pg 59)
- Land Raider Redeemer (pg 60)
- Librarian in Terminator Armour^{2,3} (pg 15)
- Razorback (pg 48)
- Rhino (pg 46)
- Servitors (pg 16)
- Stormraven Gunship (pg 57)
- Techmarine ^{1, 3, 4} (pg 16)
- Venerable Dreadnought ¹ (pg 36)

⁴ These units gain the **PSYKER** keyword and the Daemon Hunters 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.

² 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.

³ These units are armed with psyk-out grenades.

⁴ This unit must take a servo-harness.

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

03 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,

2 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 falchions¹

¹ May not be taken by an Apothecary.

181

GREY KNIGHTS SPECIAL WEAPONS

- Incinerator
- Psilencer
- Psycannon

NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Lord Kaldor Draigo	5"	2+	2+	4	4	7	5	9	2+ (3++)			
Lord Kaldor Draigo is a s out grenades. Only one o							nield, a s	torm bo	lter, frag grenades, krak grenades and psyk-			
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES			
Storm bolter	24"	Rap	id Fire 2		4	0	1	-				
The Titansword	Melee	Mel	ee		+4	-4	3	-				
Frag grenade	6"	Gre	nade D6		3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	-					
Psyk-out grenade	6"	Gre	nade D3		2	0	targe	time you roll a hit roll of 6+ for this weapon when ting a Psyker or Daemon , the target suffers a al wound instead of the normal damage.				
ABILITIES	Rites of	f Banish	l Know I ment (p /hen a fr	g 181)				frien	Ster Master: You can re-roll failed hit rolls for dly GREY KNIGHTS units that are within 6" of Kaldor Draigo.			
	unit wit against	thin 6" o a DAEN	f Lord K ION uni rolls for	aldor I it in the	Draigo m e Fight p	akes an	attack	Lord on th	p Emergence: During deployment, you can set up Kaldor Draigo in the warp instead of placing him the battlefield. At the end of any of your Movement es Lord Kaldor Draigo can emerge from the warp -			
	Storm Storm		Lord Kal	dor Dra	aigo has	a 3+			im up anywhere on the battlefield that is more than ray from any enemy models.			
PSYKER	to deny	two psy	0	vers in	each ene	emy Psy	1 /	-	rs in each friendly Psychic phase, and attempt nows the <i>Smite</i> psychic power and two psychic			
FACTION KEYWORDS	IMPE	RIUM.	ADEP	TUS A	START	TES, GI	REY KI	NIGHT	`S			
KEYWORDS	CHARACTER, INFANTRY, GRAND MASTER, TERMINATOR, PSYKER, LORD KALDOR DRAIGO											

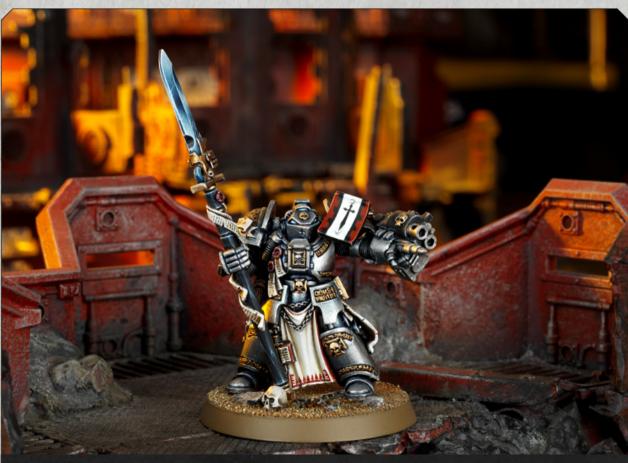


Kaldor Draigo, Supreme Grand Master of the Grey Knights, strides from the empyrean to smite his foes.

	GF	RAN	ND.	MA	ST	ER	vo	LD	US
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Grand Master Voldus	5"	2+	2+	4	4	6	5	9	2+ (4++)
Grand Master Voldus is a sone of this model may be i				ſalleus	Argyrum	n, a stori	m bolter,	, frag gre	enades, krak grenades and psyk-out grenades. Only
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-	
Malleus Argyrum	Melee	Me	ee		x2	-3	3	-	
Frag grenade	6"	Gre	nade De	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
Psyk-out grenade	6"	Gre	nade Dâ	3	2	0	1	targe	time you roll a hit roll of 6+ for this weapon when ting a PSYKER or DAEMON , the target suffers a al wound instead of the normal damage.
ABILITIES	Rites of	Banisł	ment, T	Felepoi	r, Daem t Strike	(pg 181)		friend	of Battle: You can re-roll hit rolls of 1 for dly GREY KNIGHTS units within 6" of Grand er Voldus.
	Iron Ha			ter Vol	dus has a	4+			
PSYKER	to deny	three p	sychic p	owers i		nemy Ps			wers in each friendly Psychic phase, and attempt knows the <i>Smite</i> psychic power and three psychic
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, GI	REY KN	NIGHT	'S
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, GRA	ND M	ASTER	, TERN	MINATOR, PSYKER, VOLDUS

		(GRA	N	D M	AS	TE	R	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Grand Master	5"	2+	2+	4	4	6	5	9	2+ (4++)
A Grand Master is a single	model arm	ned with	n a Neme	esis for	ce halber	d, storr	n bolter,	frag gre	enades, krak grenades and psyk-out grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	ITIES
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-	
Nemesis force halberd	Melee	Me	lee		+1	-2	D3	-	
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
Psyk-out grenade	6"	Gre	nade D3		2	0	1	targ	n time you roll a hit roll of 6+ for this weapon when eting a PSYKER or DAEMON , the target suffers a tal wound instead of the normal damage.
WARGEAR OPTIONS									em from the Grey Knights Melee Weapons list. he Grey Knights Special Weapons list.
ABILITIES	Rites o	of Banis	hment, '	Гelepo	ar, Daen rt Strike	(pg 18)	1)		s of Battle: You can re-roll hit rolls of 1 for friendly EY KNIGHTS units within 6" of this model.
					4+ invulr				
PSYKER	psychio	c power		enemy					ch friendly Psychic phase, and attempt to deny one <i>ite</i> psychic power and one psychic power from the
FACTION KEYWORDS	IMPE	RIUM	, ADEP	TUS	ASTAR	TES, C	GREY K	NIGH	ITS
KEYWORDS	CHAI	RACT	ER, INF	ANTI	RY, TER	MINA	TOR, I	PSYKE	ER, GRAND MASTER

Servet		BR	OT.	HE	CR-C	CAF	РТА	IN										
NAME	М	WS	BS	S	T	W	A	Ld	Sv									
Brother-Captain	5"	2+	2+	4	4	6	4	9	2+ (4++)									
A Brother-Captain is a sin	gle model a	rmed w	ith a Ne	mesis f	orce hall	oerd, sto	orm bolte	er, frag g	grenades, krak grenades and psyk-out grenades.									
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES									
Storm bolter	24"	Rap	id Fire 2	!	4	0	1	-										
Nemesis force halberd	Melee	Mel	ee		+1	-2	D3	-										
Frag grenade	6"	Gre	nade D6	5	3	0	1	-										
Krak grenade	6"	Gre	nade 1		6	-1	D3	-										
Psyk-out grenade	6"	Gre	nade D3		2	0	1	targe	n time you roll a hit roll of 6+ for this weapon when eting a PSYKER or DAEMON , the target suffers a tal wound instead of the normal damage.									
Wargear Options									em from the Grey Knights Melee Weapons list. he Grey Knights Special Weapons list.									
ABILITIES	Rites of	Banish	l Know I iment, T	elepor	t Strike	(pg 181))	with	hic Locus: When a friendly GREY KNIGHTS unit in 6" of any BROTHER-CAPTAINS manifests the <i>e</i> power, double its range.									
PSYKER			s model					in as ab	friendly Daughie phase and attempt to down one									
רסוגנג	psychic	power i		enemy l					a friendly Psychic phase, and attempt to deny one te psychic power and one psychic power from the									
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	TES, G	REY KI	NIGHT	ГS									
KEYWORDS	CHAR	ACTE	R. INF	ANTR	Y. TER	MINA'	CHARACTER, INFANTRY, TERMINATOR, PSYKER, BROTHER-CAPTAIN											



Storm bolter blazing, this Brother-Captain of the Grey Knights is an inviolable bastion against the malefic and daemonic.

NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Brother-Captain Stern	5"	2+	2+	4	4	6	9	2+ (4++)					
Brother-Captain Stern is a Only one of this model ma					sis force s	word, s	torm bo	olter, fraş	g grenades, krak grenades and psyk-out grenades.				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Storm bolter	24"												
Nemesis force sword	Melee	Mel	ee		User	-3	D3	-					
Frag grenade	6"												
Krak grenade	6"	Gre	nade 1		6	-1	D3	-					
Psyk-out grenade	6"	time you roll a hit roll of 6+ for this weapon whe tring a PSYKER or DAEMON , the target suffers a tal wound instead of the normal damage.											
ABILITIES			l Know e (pg 181		ar, Daemo	on Hun	withi	hic Locus: When a friendly GREY KNIGHTS un n 6" of any BROTHER-CAPTAINS manifests the power, double its range.					
	choose single f Howeve single f throw f	to re-ro ailed sav er, if you ailed hit or one o	ll a singl ring thro 1 do so, y or woun of their n	e failed w for l your op nd roll, nodels	of your tur l hit or we Brother-Co oponent c or a sing in their n tern has a	ound ro aptain an re-ro le faileo ext turn	oll, or a Stern. oll a I saving	mani rathe 1 mo result target	e of Banishment: When Brother-Captain Stern fests the <i>Smite</i> psychic power, it has a range of 6" or than 18". Additionally, the target unit suffers on rtal wound rather than D3 (whether or not the t of the Psychic test is more than 10) – unless the t is a DAEMON, in which case it suffers 3 mortal has instead of D3 – and all DAEMON units withi				
	invulne	rable sa	ve.					6" of	Brother-Captain Stern also suffer a mortal wound				
PSYKER	deny or	ne psych	ic powe	r in eac	ch enemy				wers in each friendly Psychic phase, and attempt t ws the <i>Smite</i> psychic power and one psychic powe				
FACTION KEYWORDS	from the Sanctic discipline (pg 181). IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS												
KEYWORDS	CHAR				1.000								

OWS	DK				[00]		-1110		1 1			
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Brotherhood Ancient	5"	3+	3+	4	4	5	3	8	2+ (5++)			
A Brotherhood Ancient is	a single mo	odel arm	ned with	a stori	n bolter, i	frag gre	nades, k	rak gren	ades and psyk-out grenades.			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Storm bolter	24"	Rap	oid Fire 2	!	4	0	1	-				
Nemesis falchion	Melee	Me	ee		User	-2	D3	-				
Frag grenade	6"	Gre	nade D6	i	3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
Psyk-out grenade	6"	6"Grenade D3201Each time you roll a hit roll of 6+ for targeting a PSYKER or DAEMON , mortal wound instead of the normal										
WARGEAR OPTIONS	• This n	nodel m	ay take	a Nem	esis falchi	on.	1723					
ABILITIES	Rites of	f Banisł erminat	iment , T t us: This	elepon	r, Daemo t Strike (l has a 5+			with Lead frien with	ed Banner: Friendly GREY KNIGHTS units in 6" of any sacred banners add 1 to their lership characteristic. In addition, models from adly GREY KNIGHTS INFANTRY units that are in 6" of any sacred banners when they fight can e 1 additional attack that phase.			
PSYKER	psychic	power	1	enemy		1 /	1		friendly Psychic phase, and attempt to deny one e psychic power and one psychic power from the			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	ASTART	'ES, GI	REY KI	NIGHT	.s			

*ower	D		1111						MPION			
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv			
Brotherhood Champion	6"	2+	2+	4	4	4	4	8	2+ (4++)			
A Brotherhood Champion i psyk-out grenades.	is a single :	model a	rmed wit	h a Ne	emesis fo	rce swo	rd, storr	n bolter	, frag grenades, krak grenades and			
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES			
Storm bolter	24"	Rap	id Fire 2		4	0	1	-				
Nemesis force sword	Melee	Me	ee		User	-3	D3	-				
Frag grenade	6"	Gre	nade D6		3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
Psyk-out grenade	6"	Gre	nade D3		2	0	1	targe	n time you roll a hit roll of 6+ for this weapon when eting a PSYKER or DAEMON , the target suffers a tal wound instead of the normal damage.			
ABILITIES	Rites of Heroic phase, h being re	Banish Sacrific ne can in emoved	l Know N ment (pa e: If this nmediate as a casus s model h	g 181) model ly pile alty.	is slain i in and a	n the Fi ttack be	ght efore	you r to ad Swor choo wour Shiel	Perfect Warrior: At the start of each Fight phase, must choose a combat stance for this model opt for the duration of that phase – either the d Strike stance or the Blade Shield stance. If you see the Sword Strike stance, add 1 to this model's and rolls for that phase. If you choose the Blade d stance, add 1 to this model's saving throws for phase.			
PSYKER	psychic	power		nemy I					friendly Psychic phase, and attempt to deny one e psychic power and one psychic power from the			
FACTION KEYWORDS	IMPE	RIUM,	ADEPT	US A	START	ES, GI	REY KN	NIGHT	۲S			
KEYWORDS	CHARACTER, INFANTRY, PSYKER, BROTHERHOOD CHAMPION											



The Brotherhood Champion is a masterful bladesman, sublimely skilled in the arts of single combat.

+ower		CA	ST	ELI	LAN	[C]	ROV	VE	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Castellan Crowe	6"	2+	2+	4	4	5	5	8	2+ (4++)
Castellan Crowe is a single n Only one of this model may					e of Antv	vyr, a si	orm bolt	er, frag	grenades, krak grenades and psyk-out grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Storm bolter	24"	Rap	id Fire 2		4	0	1	-	
The Black Blade of Antwyr	Melee	Mel	ee		User	0	1	-	
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
Psyk-out grenade	6"	Gre	nade D3		2	0	1	targe	time you roll a hit roll of 6+ for this weapon wher ting a PSYKER or DAEMON , the target suffers a al wound instead of the normal damage.
ABILITIES	(pg 181) Heroic Fight pl) Sacrific nase, he	I Know I e: If Cast can imm moved as	tellan C nediatel	crowe is s y pile in	slain in	the	Maste woun In ade	Halo: Castellan Crowe has a 4+ invulnerable save. er Swordsman: You can re-roll failed hit and ad rolls for Castellan Crowe in the Fight phase. dition, each time you make a successful wound or Castellan Crowe in the Fight phase, you can
	the Smi it inflict	te psych s D6 m	ne: When ic power ortal wou f the Psys	, it only unds in	v has a ra stead of 1	nge of D3 (wh	3", but ether or	imme of An	ediately make another attack with the Black Blade atwyr, though these additional attacks cannot rate any further attacks.
PSYKER	Castella one psy	n Crow chic po	e can att	empt to ch ener	manifes	t two p	sychic po		n each friendly Psychic phase, and attempt to deny Smite psychic power and one psychic power from
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, GI	REY KN	IGHT	rs
KEYWORDS	CHAR	ACTE	R INFA	NTR	, BRO	THER	HOOD	CHAN	MPION, PSYKER, CASTELLAN CROWE

► 7 Power			STF	RIK	E S	QU	AD					
NAME	М	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 Justic Nemesis force sword, stor		, 0			-				hts (Power Rating +7). Each model is armed with			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES			
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-				
Nemesis force sword	Melee	Me	lee		User	-3	D3	-				
Frag grenade	6"	Gre	nade D6		3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
Psyk-out grenade	6"	n time you roll a hit roll of 6+ for this weapon when eting a PSYKER or DAEMON , the target suffers a tal wound instead of the normal damage.										
WARGEAR OPTIONS	• For ev	very five	· 1	in the u	init, one	Grey K	Inight ma		n from the <i>Grey Knights Melee Weapons</i> list. ace his Nemesis force sword and storm bolter with			
ABILITIES			l Know l nment, T					start	bat Squads: Before any models are deployed at the of the game, a Strike Squad containing 10 models be split into two units, each containing 5 models.			
PSYKER	each fri psychic the Smi	endly P power <i>te</i> psycł	ttempt to sychic ph in each e nic power tipline (p	nase, an nemy P and or	d attemp sychic p	ot to de hase. It	knows	When select from suffer but u of the	In manifesting or denying a psychic power, first it a model in the unit – measure range, visibility, et a this model. If this unit suffers Perils of the Warp, i prs D3 mortal wounds as described in the core rules units within 6" will only suffer damage if the Perils e Warp cause the last model in the manifesting unit e slain.			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, G	REY KN	IGHT	rs			



	,	ГEI	RMI	NA	TO	RS	QU.	AD			
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Grey Knight Terminator	5"	3+	3+	4	4	2	2	7	2+ (5++)		
Terminator Justicar	5"	3+	3+	4	4	2	3	8	2+ (5++)		
									additional Grey Knight Terminators (Power		
WEAPON	RANGE	th a Ne TYP		ce swor	a, storn S	AP	rag gren	ABILITI	ak grenades and psyk-out grenades. E		
Storm bolter	24"	Rat	oid Fire 2		4	0	1	-			
Nemesis force sword	Melee	Me			User	-3	D3	-			
Frag grenade	6"	Gre	nade D6		3	0	1	-			
Krak grenade	6"	Gre	nade 1		6	-1	D3	-			
Psyk-out grenade	6" Grenade D3 2 0 1 Each time you roll a hit roll of 6+ for this wea nortal wound instead of the normal damage.										
WARGEAR OPTIONS	• For ev	very five		in the u	nit, one				from the <i>Grey Knights Melee Weapons</i> list. may replace his storm bolter with an item from		
ABILITIES	Rites of	f Banisl ermina	l Know M Iment, To tus: All m ve.	eleport	Strike (pg 181)		the star	at Squads: Before any models are deployed at rt of the game, a Terminator Squad containing dels may be split into two units, each containing els.		
PSYKER	each fri psychic the Smi	endly P power <i>te</i> psych	tempt to sychic ph in each er ic power tipline (p	ase, and nemy Ps and one	l attemp sychic p	ot to dei hase. It	ny one knows	select a from th suffers but uni	manifesting or denying a psychic power, first model in the unit – measure range, visibility, etc his model. If this unit suffers Perils of the Warp, it D3 mortal wounds as described in the core rules its within 6" will only suffer damage if the Perils Warp cause the last model in the manifesting unit ain.		
FACTION KEYWORDS	IMPE	RIUM,	ADEPT	TUS AS	START	'ES, GI	REY KN	IGHTS			
KEYWORDS									SQUAD		



9 Powet		P	UR	IF	IER	SQ	UA]	D						
NAME	М	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 Knigl a Nemesis force sword, sto									rifiers (Power Rating +9). Each model is armed wit					
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES					
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-						
Nemesis force sword	Melee	Me	lee		User	-3	D3	-						
Frag grenade	6"	Gre	enade Dé	5	3	0	1	-						
Krak grenade	6"	Gre	enade 1		6	-1	D3	-						
Psyk-out grenade	6"Grenade D3201Each time you roll a hit roll of 6+ for this weapon targeting a PSYKER or DAEMON, the target suff mortal wound instead of the normal damage.													
WARGEAR OPTIONS	• For ev	very five	models	in the		Purifie	rs may r		n from the <i>Grey Knights Melee Weapons</i> list. heir Nemesis force sword and storm bolter with an					
ABILITIES	181) Purifyi psychic D6 mor	ng Flan power, rtal wou	ne: Whe it only h inds inst	n this as a ra ead of	ar, Daemo unit mani nge of 3", D3 (whet ore than 10	fests the but it i her or 1	e Smite nflicts	start	bat Squads: Before any models are deployed at the of the game, a Purifier Squad containing 10 models be split into two units, each containing 5 models.					
PSYKER	each fri psychic the Smi	result of the Psychic test is more than 10). 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 <i>Smite</i> 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, from this model. If this unit suffers Perils of the War suffers D3 mortal wounds as described in the core ru but units within 6" will only suffer damage if the Peri of the Warp cause the last model in the manifesting u to be slain.												
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS	ASTART	'ES, G	REY KI	NIGHT	rs					
KEYWORDS	INFAN	TRY.	PSYKE	R, PL	RIFIER	SOU	AD							



Purifier Squads draw on their psychic might to annihilate their enemies with cleansing flame.

		ŀ	AL	AD	IN S	SQI	UAE		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Paladin	5"	3+	3+	4	4	3	3	8	2+ (5++)
Paragon	5"	2+	3+	4	4	3	3	9	2+ (5++)
									r Rating +9), or up to 7 additional Paladins (Powe
Rating +22). Each mode WFAPON	I is armed wi	th a Ne TYP		rce swor	d, storm S	AP	frag gren	ades, ki	rak grenades and psyk-out grenades.
Storm bolter	24"		• oid Fire 2	2	4	0	1	-	
Nemesis force sword	Melee	Me			User	-3	D3	-	
Frag grenade	6"	Gre	nade D6	i	3	0	1	-	
Krak grenade	6"	Gre	enade 1		6	-1	D3	-	
Psyk-out grenade	6"	Gre	enade D3	time you roll a hit roll of 6+ for this weapon when ing a PSYKER or DAEMON , the target suffers a l wound instead of the normal damage.					
WARGEAR OPTIONS	• For ev	very five	1 1	in the u					from the Grey Knights Melee Weapons list. eir storm bolter with an item from the Grey
ABILITIES	And Th Rites of	ney Sha f Banisl ermina	l Know I nment, T tus: Mod	No Fear eleport	Strike (pg 181))	start o	bat Squads: Before any models are deployed at the fiber of the game, a Paladin Squad containing 10 model e split into two units, each containing 5 models.
PSYKER	each frie psychic the Smi	endly P power te psycl	ttempt to sychic pl in each e nic power cipline (p	nase, and enemy Pa r and on	l attemp sychic p	ot to dei hase. It	ny one knows	select from t suffers but un	manifesting or denying a psychic power, first a model in the unit – measure range, visibility, etc this model. If this unit suffers Perils of the Warp, i s D3 mortal wounds as described in the core rules nits within 6" will only suffer damage if the Perils Warp cause the last model in the manifesting uni slain.
	IMDEI	DITIM	ADED	TUS A	TART	ES. GI	REY KN	IGHTS	s
FACTION KEYWORDS	IMPE	NUM,	ADEF	1001	JIIII	10, 01	THE PERMIT		0



Even amongst the rarefied ranks of the Grey Knights, Paladins are magnificent Imperial champions.

PALADIN ANCIENT												
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Paladin Ancient	5"	2+	3+	4	4	5	4	8	2+ (5++)			
A Paladin Ancient is a s	ingle model a	rmed w	ith a sto	rm bol	ter, frag g	renade	s, krak g	renades	s and psyk-out grenades.			
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES			
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-				
Nemesis falchion	Melee	Me	lee		User	-2	D3	-				
Frag grenade	6"	Gre	nade De	5	3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
Psyk-out grenade	6"	6" Grenade D3 2 0 1					1	targe	h time you roll a hit roll of 6+ for this weapon when eting a PSYKER or DAEMON , the target suffers a tal wound instead of the normal damage.			
WARGEAR OPTIONS		nodel m ons list.	ay take	a Nem	esis falchi	on or r	eplace it	s storm	bolter with an item from the Grey Knights Special			
ABILITIES					ar, Daemo rt Strike (Sacred Banner: Friendly GREY KNIGHTS units within 6" of any sacred banners add 1 to their Leadership characteristic. In addition, models from				
	Crux T invulne			mode	l has a 5+			friendly GREY KNIGHTS INFANTRY units that are within 6" of any sacred banners when they fight can make 1 additional attack that phase.				
PSYKER	psychic	power	1	enemy		1 /	1		n friendly Psychic phase, and attempt to deny one te psychic power and one psychic power from the			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS	ASTART	ES, G	REY KI	NIGHT	TS			
KEYWORDS	CHAR	ACTE	R. INF.	ANTR	Y PAL	DIN	TERM	INATO	OR, PSYKER, ANCIENT			

APOTHECARY										
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Apothecary	5"	2+	3+	4	4	5	4	8	2+ (5++)	
An Apothecary is a single	e model arm	ed with	a Nemes	is force	e sword, f	frag gre	enades, k	rak grer	nades and psyk-out grenades.	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	
Nemesis falchion	Melee	Me	ee		User	-2	D3	-		
Nemesis force sword	Melee	Me			User	-3	D3	-		
Frag grenade	6"		nade D6		3	0	1	-		
Krak grenade	6"	Gre	nade 1		6	-1	D3	-		
Psyk-out grenade	6"	Gre	nade D3		2	0	1	targe	a time you roll a hit roll of 6+ for this weapon when eting a PSYKER or DAEMON , the target suffers a tal wound instead of the normal damage.	
WARGEAR OPTIONS		nodel m Weapor		ce its N	lemesis fo	orce sw	ord with	a Neme	esis falchion or an item from the Grey Knights	
ABILITIES	Crux T Narther model. wounde or more unit wit the rem	erminat cium: A Select a ed mode e of its n h 1 wou ainder o	tus: This at the end friendly el, it imm nodels ha and rema of the tur	model l of any GREY nediatel ave bee tining. rn (sho	has a 5+ y of your KNIGH ly regains n slain du If an Apo	invuln Moven TS INI D3 los uring th othecar e, fight	erable sa nent pha F ANTRY st wound he battle, y fails to etc.) as f	ses, the . 7 unit wi ls. If the , roll a D revive a ne recove	Apothecary can attempt to heal or revive a single ithin 3" of the Apothecary. If that unit contains a chosen unit contains no wounded models but one 06. On a 4+ a single slain model is returned to the a model in this manner he can do nothing else for ers the gene-seed of the fallen warrior. A unit can	
PSYKER		power	in each e	nemy I					friendly Psychic phase, and attempt to deny one <i>e</i> psychic power and one psychic power from the	
FJIKLK	Sanctic	discipli	ne (pg 18	51).						
FACTION KEYWORDS	Sanctic		-10	,	START	'ES, G	REY KI	NIGHT	rs	

A Stower	Ι	NT	'ER(CE	PTC	R	SQL	JAI)		
NAME	М	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 Inter armed with a Nemesis for WEAPON			lter, frag								
Storm bolter	24"		c oid Fire 2		 	<u>АГ</u> 0	1	ADILI	1163		
Nemesis force sword	Melee	Ме			User	-3	D3	-			
Frag grenade	6"		enade D6		3	0	1	-			
Krak grenade	6"	Gre	enade 1		6	-1	D3	-			
Psyk-out grenade	6"						targe	time you roll a hit roll of 6+ for this weapon wher ting a PSYKER or DAEMON , the target suffers a al wound instead of the normal damage.			
WARGEAR OPTIONS	• For ev	very five	e models	in the		Interce	ptor ma		n from the <i>Grey Knights Melee Weapons</i> list. It his Nemesis force sword and storm bolter with a		
ABILITIES	Rites of Comba the star	f Banisl at Squad t of the lels may	iment , T is: Before game, an	elepor e any n Interc	r, Daemo t Strike (nodels are reptor Squ o units, e	pg 181) e deploy 1ad cor) yed at htaining	and to per ba Move a telep remo then i	nal Teleporters: This unit can move across mode errain as if they were not there. In addition, once attle, instead of moving this unit normally in the ment phase, you can choose for them to make port shunt. At the end of the Movement phase, ye all of the models in the unit from the battlefield immediately set them up anywhere that is more 9" from any enemy models.		
	Thissue	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 <i>Smite</i> psychic power and one psychic power from the Sanctic discipline (pg 181).							select a model in the unit – measure range, visibility, et from this model. If this unit suffers Perils of the Warp, suffers D3 mortal wounds as described in the core rule but units within 6" will only suffer damage if the Perils of the Warp cause the last model in the manifesting un		
PSYKER	each fri psychic the Smi	power <i>ite</i> psycl	in each e nic power	nemy l and o	Psychic pl ne psychi			suffer but u	this model. If this unit suffers Perils of the Warp, i s D3 mortal wounds as described in the core rules nits within 6" will only suffer damage if the Perils warp cause the last model in the manifesting uni		
PSYKER Faction keywords	each fri psychic the <i>Smi</i> the San	power ite psycl	in each e nic power cipline (p	nemy l and o g 181)	Psychic pl ne psychi	c powe	er from	suffer but u of the to be	this model. If this unit suffers Perils of the Warp, is D3 mortal wounds as described in the core rules nits within 6" will only suffer damage if the Perils Warp cause the last model in the manifesting uni- slain.		



Lunging from the seething tides of the warp, Interceptor Squads launch pinpoint strikes at the crucial moment.

tower		PU	RG	ATI	10	N SO	QUA	D		
NAME	М	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+	
a Nemesis force sword, st	orm bolter, f	rag gre	nades, kra		es an	d psyk-o	out grena	des.	ators (Power Rating +7). Each model is armo	ed wit
WEAPON	RANGE	TYP			S	AP		ABILI	liita	
Storm bolter	24"	-	oid Fire 2	т	4	0	1	-		
Nemesis force sword	Melee 6"	Me	ee nade D6	Ĺ	Jser 3	-3	D3	-		
Frag grenade Krak grenade	6 6"		nade D6 nade 1		3 6	0	1 D3	-		
Psyk-out grenade WARGEAR OPTIONS	• Up to	nodel m four Pu	irgators in	n the unit	may			targe mort an iter	n time you roll a hit roll of 6+ for this weapon eting a PSYKER or DAEMON , the target suff tal wound instead of the normal damage. In from the <i>Grey Knights Melee Weapons</i> list. Force sword and storm bolter with an item from	ers a
ABILITIES	And Th	ey Shal		<i>Veapons</i> lis No Fear, D g 181)		on Hun	ters,	the s	abat Squads: Before any models are deployed tart of the game, a Purgation Squad containir els may be split into two units, each containir odels.	ng 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 <i>Smite</i> psychic power and one psychic power from the Sanctic discipline (pg 181).							select a model in the unit - measure range, visibility, et		
FACTION KEYWORDS	IMPE	RIUM,	ADEPT	TUS AST	ART	'ES, GI	REY KN	IGHT	ГS	
KEYWORDS			PSYKEI			-		-		



Purgation Squads annihilate all before them in a storm of heavy fire, and leave nought but riddled corpses in their wake.

	NI	EMI	ESIS	5 D	RE	AD	KN	[G]	ΗΊ	1	DAMAGE Some of this model's it suffers damage, as		
NAME	М	WS	BS	S	T	W	A	Ld	S	v	REMAINING W	М	BS
Nemesis Dreadknight	*	3+	*	6	6	12	*	8	2+ (5	++)	7-12+	8"	3+
A Nemesis Dreadknight is	s a single mo	odel equ	ipped w	ith two	o dreadfis	sts.			1.1		4-6 1-3	7" 6"	4+ 5+
WEAPON	RANGE	TYPE			S	AP	D	ABI	ITIES		1-5	0	JT
Gatling psilencer	24" Heavy 12 4 0 D3 -												
Heavy incinerator	12" Heavy D6 6 -1 2 This weapon							oon a	utomatically hits its tar	get.			
Heavy psycannon	24"	Hea	vy 6		7	-1	2	-					
Dreadfist	Meleex2-3D3If a model is equipped with two dreadfists, each time it fights it can make 1 additional attack with them.												
Nemesis Daemon greathammer	Melee	Mele	ee		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 greatsword	Melee	Mele	ee		+4	-3	D6	-					
WARGEAR OPTIONS	- Hea - Gatl - Hea • This n	vy incine ing psile vy psyca nodel ma	erator encer nnon ay repla	ce one	two diffe of its dre dknight t	adfists	vith a N				g: greathammer or a Nem	esis greats	word.
ABILITIES		ey Shall	Know	No Fea	r, Daem			Dre	adkni	ght to	Teleporter: If this modeleporter, then during on a teleporter, then during on a teleportarium cham	deploymer	
	Force Shielding: This model has a 5+ can set it up in a teleportarium invulnerable save. placing it on the battlefield. At Movement phases this model - set them up anywhere on the than 9" away from any enemy							he battlefield. At the en ases this model can tele anywhere on the battle	d of any of port into l field that i	f your battle			
PSYKER	psychic	power i	n each e	nemy l							Psychic phase, and atter power and one psychic		
	Sanctic discipline (pg 181). IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS												
FACTION KEYWORDS	IMPER	aum,	VEHICLE, PSYKER, NEMESIS DREADKNIGHT										



Nemesis Dreadknights tower over their hapless enemies as they stride into battle, guns blazing and blades flashing.

BATTLE-FORGED ARMIES

When picking a Battle-forged army for matched play, you will need to record the details of your army on a piece of paper (your Army Roster). Here we show one example of how you can do this; using several Detachment Rosters, at least one for each Detachment in your army, and the summarising main Army Roster itself. Over the page are blank rosters you can photocopy.

DETACHMENT ROSTERS

Each Detachment Roster details all the units it includes. Each unit has a small entry of its own where you can write down the name and type of unit, its Battlefield Role, the number of models it contains, and the weapons each model in the unit is equipped with. Details of how many models make up each unit and what weapons, options and upgrades each can take can be found on that unit's datasheet.

The points value of each unit's models and each individual weapon is then noted down by referencing the points lists in the appendix, and added together to give a points cost for the unit. The points cost of the entire Detachment is simply then the sum of the points costs of its units. This can be noted down alongside other useful information, such as the number of Command Points (if any) the Detachment gives you (see the *Warhammer 40,000* rulebook for more on Command Points).

Unit Champions

Many units are led by a champion of some kind such as a Sergeant. Unit champions often have better characteristics and weapon options than the models they command. With the exception of Wolf Guard Pack Leaders in Terminator Armour, unit champions have the same points cost as the others models in their unit.

Under-strength Units

Sometimes you may find that you do not have enough models to field a minimum-sized unit; if this is the case, you can still include one unit of that type in-your army with as many models as you have available. In matched play games, you only pay the points for the models you actually have in an under-strength unit (and any weapons they are equipped with). An under-strength unit still takes up the appropriate slot in a Detachment.

ARMY ROSTER

Once you have filled in all of your Detachment Rosters, you can then fill out the main Army Roster. The name and points value of each Detachment is noted down here for reference. The total points cost of your army is the sum of all the Detachment points costs in your army plus any reinforcement points you have chosen to put aside (see below). The points cost of your army should not exceed the points limit you are using for the battle.

There are lots of other useful things to write down on your main Army Roster, such as who the army's Warlord is (this should be done at the start of the battle) and the number of Command Points available to your army. Remember that all Battle-forged armies start with 3 Command Points, but certain Detachments, and occasionally certain models, can change this total.

Reinforcement Points

Sometimes an ability will allow you to add units to your army, or replace units that have been destroyed. You must set aside some of your points in order to use these units. The points you set aside are called your reinforcement points, and need to be recorded on your army roster. Each time a unit is added to an army during battle, subtract the number of points the unit would cost from your pool of reinforcement points.

	ARI	MYI	ROSTER			
PLAYER NAME:	Alex Smith		ARMY FACTION:	Ad	eptus As	tartes
ARMY NAME:	Strike Force Calgar		WARLORD:	Ma	arneus C	algar
DETACHMENT NAME		TYPE		1	CPS	POINTS
Lords of Macrag	Jge	Pati	rol		0+2	706
4 th Battle Demi	-company	Bat	talion		3	932
Ultima Task Ford	ce	Van	guard		1	362
WARLORD TRAIT			Total Command Po	ints:		9
FILL IN AT SET-UP:			Reinforcement Po	ints:	E	0
			TOTAL POIL	NTS:	20	000

IAME:	Lords of Macragge		TYPE: Pa	trol	
	1999 1999 1999				
UNIT TI Mari	TLE: neus Calgar		battlefield role: HQ	NO. OF MODELS:	POINTS (MODELS
WARGE	0	ade (all wardea			POINTS (WARGEAR):
	's points)	ade (an wargea			N/A
			то) TAL POINTS (UNIT):	250
UNIT					1. 1. 1. 1.
UNIT TI	ть: :ical Squad		battlefield role: Troops	NO. OF MODELS: 10	POINTS (MODELS
WARGE		25), plasma qu			POINTS (WARGEAR):
	oolt pistols (0), 10 x frag an			- (-)	38
1			тс	TAL POINTS (UNIT):	168
WARGE/ Combi	astator Squad AR: -plasma (15), 2 x heavy bolt			NO. OF MODELS: 5	POINTS (MODELS 65 POINTS (WARGEAR):
5 x bo	lt pistols (0), 5 x frag and k	rak grenades (()), Armorium Cherul	b (5)	90
			то)TAL POINTS (UNIT):	155
UNIT					
1.1	adnought		BATTLEFIELD ROLE: Elites	NO. OF MODELS: 1	points (models 70
	ar: It cannon (21), Dreadnough	t combat weap	on (40), storm bolt	cer (2)	POINTS (WARGEAR):
Assau					63
1.10				TAL POINTS (UNIT):	133
1.10			тс		100
Assau	s (Detachment):	706	TC Command Poin	and the second	0+2

	ARMY RO	STER							
PLAYER NAME:	AR	ARMY FACTION:							
ARMY NAME:	WA	WARLORD:							
DETACHMENT NAME	ТҮРЕ		CPS	POINTS					
			_						
			_						
WADI NDN TDAIT		Total Command Points:		1000					
WARLORD TRAIT fill in at set-up:	1	Reinforcement Points							
		TOTAL POINTS:							

AME:	TACHMENT ROST		
UNIT			
UNIT TITLE:	BATTLEFIELD ROLE:	NO. OF MODELS:	POINTS (MODELS):
Wargear:		I	POINTS (WARGEAR):
	То	tal Points (Unit):	
UNIT	a Annual and an and a second second second	Sur Bulley Shirt	
UNIT TITLE:	BATTLEFIELD ROLE:	NO. OF MODELS:	POINTS (MODELS):
WARGEAR:	I	1	POINTS (WARGEAR):
	тс	TAL POINTS (UNIT):	
UNIT			Children Children als
UNIT TITLE:	BATTLEFIELD ROLE:	NO. OF MODELS:	POINTS (MODELS):
WARGEAR:		1	POINTS (WARGEAR):
	то	TAL POINTS (UNIT):	
UNIT			1 San Serie
UNIT TITLE:	BATTLEFIELD ROLE:	NO. OF MODELS:	POINTS (MODELS):
WARGEAR:	I	1	POINTS (WARGEAR):
	тс	TAL POINTS (UNIT):	
tal Points (Detachment):	Command Poin	ts:	
TES:			

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.

HQ		
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

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

FLYERS		
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

0000

UNIT	MODELS Per Unit	POINTS PER MODEL (Does not include wargear)
Centurion Devastator Squad	3-6	65
Devastator Squad	5-10	13
- Armorium 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 He'stan	1	154
		M STORAGE STORAGE

LORDS OF WAR UNIT MODELS PER UNIT Terminus Ultra 1

1- 0 Vin 2



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
Boltgun	0
Boltstorm 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
	0
Frag grenade	8
Grav-pistol	8 28
Grav-cannon and grav-amp	15
Grav-gun Grenade harness	8
Heavy bolter	8
Heavy flamer	10
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 boltgun	4 3
Master-clared bolgun Melta bombs	5
Meltagun	17
Missile launcher	25
Missie launcher Multi-melta	23
Orbital array	50
Plasma blaster	17
Plasma cannon	21
Plasma cutter	7
Plasma gun	13
Plasma juni Plasma incinerator	13
Plasma incinerator Plasma pistol	7
Piasma pistoi Predator autocannon	49
Reaper autocannon	18
Skyhammer missile launcher	24
0	
Skyspear missile launcher	30

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Sniper rifle	4
Special issue boltgun	3
Storm bolter	2
Stormstrike missile launcher	21
Thunderfire cannon	30
Twin assault cannon	35
Twin autocannon	33
Twin boltgun	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

Champion's blade	0
Combat knife	0
Crozius arcanum	0
Dreadnought chainfist	46
Dreadnought combat weapon (Ironclad Dreadnought)	0
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

DIHER 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 a	ttacking with this v	veapon, ch	noose o	ne of the	e 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	-
Boltstorm 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		ttacking with this v for this weapon.	veapon, ch	noose oi	ne or bo	th of the profiles below. If you choose both, subtract 1 from all
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-grav		ttacking with this v for this weapon.	veapon, ch	noose oi	ne or bo	th of the profiles below. If you choose both, subtract 1 from all
- 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		ttacking with this v for this weapon.	veapon, ch	noose oi	ne or bo	th of the profiles below. If you choose both, subtract 1 from all
- 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		ttacking with this v for this weapon.	veapon, ch	noose o	ne or bo	th of the profiles below. If you choose both, subtract 1 from all
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	See plasma gun
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
Cyclone missile louncher	When	ttacking with this y	wanon ch		ne of the	Damage 2.
Cyclone missile launcher - Frag missile	36"	ttacking with this v Heavy 2D3	4	0	1	e promes below.
- Krak missile	36"	Heavy 2D5			D6	-
Deathwind launcher	12"	Assault D6	8 5	-2 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		ttacking with this v for this weapon.	veapon, ch	noose oi	ne or bo	th of the profiles below. If you choose both, subtract 1 from all
- Boltgun	24"	Rapid Fire 1	4	0	1	_
- Disintegration gun	24 18"	Rapid Fire 1	4 5	-3	D6	-
Disintegration pistol	10 9"	Pistol 1	5	-3	D6	-
Flamer	8"	Assault D6	4	- 3	1	- This weapon automatically hits its target.
Flamestorm cannon	8"	Heavy D6	4 6	-2	2	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	-2	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.

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RANGED WEAPONS CONT.						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Grenade harness	12"	Assault D6	4	1	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy plasma cannon	When a	ttacking with this	weapon, c	hoose o	ne of the	e 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 aft 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	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two di when inflicting damage with it and discard the lowest resu
Missile launcher	When a	ttacking with this	weapon, c	hoose o	ne of the	
- 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 di when inflicting damage with it and discard the lowest resu
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 a	ttacking with this	weapon, c	hoose o	ne of the	e 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 shots have been resolved.
Plasma cannon	When a	ttacking with this	weapon, c	hoose o	ne of the	e 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 shots have been resolved.
Plasma cutter	When a	ttacking with this	weapon, c	hoose o	ne of the	e 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 a	attacking with this	weapon, c	hoose o	ne of the	e 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 shots have been resolved.
Plasma incinerator	When a	ttacking with this	weapon, c	hoose o	ne of the	e 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 shots have been resolved.
Plasma pistol	When a	ttacking with this	weapon, c	hoose o	ne of the	
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
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RANGED WEAPONS CONT.	2003		4 1 3 4	3.1	12420	
KANGEU WEAPUNG GUNT. WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Reaper autocannon	36"	Heavy 4	7	-1	1	-
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 a	attacking with this v	weapon, ch	loose o	ne of the	e 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 a	attacking with this v	weapon, ch	loose o	ne of the	e 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 a	attacking with this v	weapon, ch	loose o	ne of the	e 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	-

WEAPON	RANGE	TYPE	S	AP	0	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 arcanum	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

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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		ttacking with this we for this weapon.	apon, ch	loose oi	ne or bo	th of the profiles below. If you choose both, subtract 1 from all
- 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 CHARACTER 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	0	ABILITIES	
Fist of Dorn	Melee	Melee	+6	-3	3	-	

CRIMSON FISTS WARGEAR

RANGED WEAPON						
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Dorn's Arrow	24"	Assault 4	4	-1	1	-

BLACK TEMPLARS WARGEAR

MELEE WEAPONS						
WEAPON	RANGE	ТҮРЕ	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 CHARACTER or a MONSTER.
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

WELEE WEAPUN
WEAPON
Raven's Talons

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RANGE TYPE Melee Melee
 AP
 D

 -3
 D3

S

User

ABILITIES

You can re-roll failed wound rolls for this weapon.

SALAMANDERS WARGEAR

RANGED WEAPON						
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Gauntlet of the Forge	8"	Assault D6	5	-1	1	This weapon automatically hits its target.

WHITE SCARS WARGEAR

RANGE	TYPE	S	AP	0	ABILITIES
Melee	Melee	User	-3	D3	This weapon has Strength x2 if the target is a CHARACTER.
		RANGETYPEMeleeMelee			

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.

212

UNITS

UNIT	PER UNIT	(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

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UNITS

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		ttacking with this we for this weapon.	apon, cl	noose or	ne or bo	th of the profiles below. If you choose both, subtract 1 from all
- 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.

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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	-
A DECEMBER OF A	Station and State	and the second		100 St. 10. 10.	-	

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
Blacksword 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
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OTHER WARGEAR Wargear

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VARUEAR	
Vatcher in the Dark	5

DARK ANGELS WARGEAR

WEAPONRANGETYPESAPIABILITIESAvenger mega bolter36"Heavy 106-11-Blacksword missile36"Heavy 107-32-The Deliverer12"Pistol 14-12-Lion's WrathWhen attacking with this weapon. $\circ = o = o = o = o = o = o = o = o = o = $	RANGED WEAPONS						
Interpretation lancherJoin (1)Join (1)Join (1)Join (1)Backword missile launcherJöinJoinJoinJoinJoinJoinThe Deliverer12Pistol 14-12-Lion's WrathWhen 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 boltgun24"Rapid Fire 14-12 Plasma gun24"Rapid Fire 14-12 Standard36"Heavy D67-32 Standard36"Heavy D67-32 Supercharge36"Heavy D68-33arrotal 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 talonWhen attacking with this weapon, choose one of the profiles below Supercharge18"Assault 27-31- Supercharge18"Assault 28-32On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.Ravenwing grenade launcherWhen attacking with this weapon, choose one of the profiles below Frag shell24"Assault 26-1D3- Frag shell24"Assault 26-1D3 Frag shell24"Assault 26-1D3 Frag shell <th>WEAPON</th> <th>RANGE</th> <th>TYPE</th> <th>S</th> <th>AP</th> <th>0</th> <th>ABILITIES</th>	WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
launcher36Heavy 107-32-The Deliverer12'Pistol 14-12-Lion's WrathWhen 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 boltgun24''Rapid Fire 14-12 Plasma gun24''Rapid Fire 17-31See plasma gunPlasma storm batteryWhen attacking with this weapon, choose one of the profiles belowIf you make one or more hit rolls of 1, the bearer suffers 3- Supercharge36''Heavy D67-32 Supercharge36''Heavy D68-3''3''- Supercharge18''Assault 27-31- Supercharge18''Assault 27-3'' Supercharge18''Assault 28''' Supercharge18'''Assault 28'''' Supercharge18'''Assault 28''''' Supercharge18''''Assault 28''''''''''''''''''''''''''''''''''''	Avenger mega bolter	36"	Heavy 10	6	-1	1	-
Lion's WrathWhen 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 boltgun24"Rapid Fire 14-12 Plasma gun24"Rapid Fire 17-31See plasma gunPlasma storm batteryWhen attacking with this weapon, choose one of the profiles below Standard36"Heavy D67-32 Supercharge36"Heavy D67-32 Supercharge36"Heavy D68-33If 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 talonWhen attacking with this weapon, choose one of the profiles below Standard18"Assault 27-31- Supercharge18"Assault 28-32On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.Ravenwing grenade launcherWhen attacking with this weapon, choose one of the profiles below Frag shell24"Assault 26-1D3- Frag shell24"Assault 26-1D3 Frag shell24"Assault 26-1D3 Frag shell24"Assault 26-1D3 Frag shell24"Assau		36"	Heavy 10	7	-3	2	-
Lons wrainhit rolls for this weapon Master-crafted boltgun24"Rapid Fire 14-12 Plasma gun24"Rapid Fire 17-31See plasma gunPlasma storm batteryWhen attacking with this weapon, choose one of the profiles below Standard36"Heavy D67-32 Supercharge36"Heavy D68-33mortal 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 talonWhen attacking with this weapon, choose one of the profiles below Standard18"Assault 27-31 Supercharge18"Assault 27-31 Supercharge18"Assault 28-32On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved Supercharge18"Assault 28-32On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved Supercharge18"Assault 28-32On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.Ravenwing grenade24"Assault 26-1D3 Frag shell24"Assault 26-1D3 Krak shell24"Assault 26-1D3 Krak shell18"Heavy D68-3D3-<	The Deliverer	12"	Pistol 1	4	-1	2	-
- Plasma gun24"Rapid Fire 17-31See plasma gunPlasma storm batteryWhen attacking with this weapon, choose one of the profiles below Standard36"Heavy D67-32-Supercharge36"Heavy D68-33arotal 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 talonWhen attacking with this weapon, choose one of the profiles below Standard18"Assault 27-31- Supercharge18"Assault 28-32On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved Supercharge18"Assault 28-32On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved Supercharge18"Assault 28-32On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved Supercharge18"Assault 26-1D3 Frag shell24"Assault 26-1D3 Krak shell24"Assault 26-1D3 Fragstorm missile18-96"Heavy D68-3D3 Krakstorm missile18-96"Heavy D68-3D3 Krakstorm missile18-96"Heavy D68-3D3 Krakstorm missile18-96"Heavy D6 </td <td>Lion's Wrath</td> <td></td> <td></td> <td>eapon, cl</td> <td>hoose o</td> <td>ne or bo</td> <td>th of the profiles below. If you choose both, subtract 1 from all</td>	Lion's Wrath			eapon, cl	hoose o	ne or bo	th of the profiles below. If you choose both, subtract 1 from all
Plasma storm batteryWhen attacking with this weapon, choose one of the profiles below Standard36"Heavy D67-32 Supercharge36"Heavy D68-33If 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 talonWhen attacking with this weapon, choose one of the profiles below Standard18"Assault 27-31- Supercharge18"Assault 28-32On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.Ravenwing grenade launcherWhen attacking with this weapon, choose one of the profiles below Frag shell24"Assault 26-1D3- Krak shell24"Assault 26-1D3 Fragstorm missile18-96"Heavy 2D6401 Krakstorm missile18-96"Heavy D68-3D3 Krakstorm missile18-96"Heavy D68-3D3 Krakstorm missile18-96"Heavy D68-3D3 Krakstorm missile18-96"Heavy D310-33See Ravenwing Dark Talon datasheet (pg 123)Twin Icarus lascannon96"Heavy 2D69-3D6Add 1 to all hit rolls made for this weapon against all other targets.	- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
- Standard36"Heavy D67-32 Supercharge36"Heavy D68-33If 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 talonWhen attacking with this weapon, choose one of the profiles below Standard18"Assault 27-31- Supercharge18"Assault 28-32On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.Ravenwing grenade launcherWhen attacking with this weapon, choose one of the profiles below Frag shell24"Assault D6301- Krak shell24"Assault 26-1D3- Krak shell18-96"Heavy 2D6401- Fragstorm missile18-96"Heavy 2D63D3 Krakstorm missile18-96"Heavy D310-33See Ravenwing Dark Talon datasheet (pg 123)Twin Icarus lascannon96"Heavy 2D69-3D6Add 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.	- Plasma gun	24"	Rapid Fire 1	7	-3	1	See plasma gun
- Supercharge36"Heavy D68-33If 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 talonWhen attacking with this weapon, choose one of the standardTo all the plasma storm battery cannot be used for the rest of the battle.Plasma talonWhen attacking with this weapon, choose one of the standardTo all the plasma storm battery cannot be used for the rest of the battle Supercharge18"Assault 27-31- Supercharge18"Assault 28-32On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.Ravenwing grenade launcherWhen attacking with this weapon, choose one of the trag shell24"Assault D6301- Krak shell24"Assault 26-1D3 Krak shell24"Assault 26-1D3 Fragstorm missile18-96"Heavy 2D6401 Krak storm missile18-96"Heavy D310-33See Ravenwing Dark Talon datasheet (pg 123)Twin Icarus lascannon96"Heavy 2D69-3D6Add 1 to all hit rolls made for this weapon against all other targets.	Plasma storm battery	When a	attacking with this w	eapon, cl	noose o	ne of the	e profiles below.
Supercharge36"Heavy D68-33mortal 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 talonWhen attacking with this weapon, choose one of the standard18"Assault 27-31 Supercharge18"Assault 27-31 Supercharge18"Assault 28-32On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.Ravenwing grenade launcherWhen attacking with this weapon, choose one of the profiles below Frag shell24"Assault D6301 Krak shell24"Assault 26-1D3 Krak shell24"Assault 26-1D3 Fragstorm missile18-96"Heavy 2D6401 Krakstorm missile18-96"Heavy D68-3D3 Krift cannon18"Heavy D510-33See Ravenwing Dark Talon datasheet (pg 123)Twin Icarus lascannon96"Heavy 2D69-3D6Add 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.	- Standard	36"	Heavy D6	7	-3	2	-
- Standard18"Assault 27-31 Supercharge18"Assault 28-32On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.Ravenwing grenade launcherWhen attacking with this weapon, choose one of the profiles below Frag shell24"Assault D6301- Krak shell24"Assault 26-1D3 Redemption missile siloWhen attacking with this weapon, choose one of the profiles below Fragstorm missile18-96"Heavy 2D6401- Krakstorm missile18-96"Heavy D68-3D3-Rift cannon18"Heavy D310-33See Ravenwing Dark Talon datasheet (pg 123)Twin Icarus lascannon96"Heavy 2D69-3D6Add 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.	- Supercharge	36"	Heavy D6	8	-3	3	mortal wounds after all of this weapon's shots have been resolved, and the plasma storm battery cannot be used for
- Supercharge18"Assault 28-32On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.Ravenwing grenade launcherWhen attacking with this weapon, choose one of the profiles below.On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved Frag shell24"Assault D6301 Krak shell24"Assault 26-1D3-Redemption missile siloWhen attacking with this weapon, choose one of the profiles below Fragstorm missile18-96"Heavy 2D6401 Krakstorm missile18-96"Heavy D310-33See Ravenwing Dark Talon datasheet (pg 123)Twin Icarus lascannon96"Heavy 2D69-3D6Add 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.	Plasma talon	When a	attacking with this w	eapon, cl	hoose o	ne of the	e profiles below.
- Supercharge18Assault 28-32shots have been resolved.Ravenwing grenade launcherWhen attacking with this weapon, choose one of the profiles below Frag shell24"Assault D6301 Krak shell24"Assault 26-1D3-Redemption missile siloWhen attacking with this weapon, choose one of the profiles below Fragstorm missile18-96"Heavy 2D6401- Krakstorm missile18-96"Heavy D68-3D3-Rift cannon18"Heavy D310-33See Ravenwing Dark Talon datasheet (pg 123)Twin Icarus lascannon96"Heavy 2D69-3D6Add 1 to all hit rolls made for this weapon against targets weapon against all other targets.	- Standard	18"	Assault 2	7	-3	1	-
launcherWhen attacking with this weapon, choose one of the profiles below Frag shell24"Assault D6301- Krak shell24"Assault 26-1D3 Krak shell24"Assault 26-1D3-Redemption missile siloWhen attacking with this weapon, choose one of the profiles below Fragstorm missile18-96"Heavy 2D6401- Krakstorm missile18-96"Heavy D68-3D3-Rift cannon18"Heavy D310-33See Ravenwing Dark Talon datasheet (pg 123)Twin Icarus lascannon96"Heavy 2D69-3D6Add 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.	- Supercharge	18"	Assault 2	8	-3	2	
- Krak shell24"Assault 26-1D3-Redemption missile siloWhen attacking with this weapon, choose one of the profiles below Fragstorm missile18-96"Heavy 2D6401- Krakstorm missile18-96"Heavy D68-3D3-Rift cannon18"Heavy D310-33See Ravenwing Dark Talon datasheet (pg 123)Twin Icarus lascannon96"Heavy 2D69-3D6Add 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.		When a	attacking with this w	eapon, cl	hoose o	ne of the	e profiles below.
Redemption missile siloWhen attacking with this weapon, choose one of the profiles below Fragstorm missile18-96"Heavy 2D6401- Krakstorm missile18-96"Heavy D68-3D3-Rift cannon18"Heavy D310-33See Ravenwing Dark Talon datasheet (pg 123)Twin Icarus lascannon96"Heavy 2D69-3D6Add 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.	- Frag shell	24"	Assault D6	3	0	1	-
- Fragstorm missile18-96"Heavy 2D6401 Krakstorm missile18-96"Heavy D68-3D3-Rift cannon18"Heavy D310-33See Ravenwing Dark Talon datasheet (pg 123)Twin Icarus lascannon96"Heavy 2D69-3D6Add 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.	- Krak shell	24"	Assault 2	6	-1	D3	-
- Krakstorm missile18-96"Heavy D68-3D3-Rift cannon18"Heavy D310-33See Ravenwing Dark Talon datasheet (pg 123)Twin Icarus lascannon96"Heavy 2D69-3D6Add 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.	Redemption missile silo	When a	attacking with this w	eapon, cl	hoose o	ne of the	e profiles below.
Rift cannon18"Heavy D310-33See Ravenwing Dark Talon datasheet (pg 123)Twin Icarus lascannon96"Heavy 2D69-3D6Add 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.	- Fragstorm missile	18-96"	Heavy 2D6	4	0	1	-
Twin Icarus lascannon96"Heavy 2D69-3D6Add 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.	- Krakstorm missile	18-96"	Heavy D6	8	-3	D3	-
Twin Icarus lascannon96"Heavy 2D69-3D6that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.	Rift cannon	18"	Heavy D3	10	-3	3	See Ravenwing Dark Talon datasheet (pg 123)
Twin storm bolter 24" Rapid Fire 4 4 0 1 -	Twin Icarus lascannon	96"	Heavy 2D6	9	-3	D6	that can FLY. Subtract 1 from the hit rolls made for this
	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.

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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	1.	
	MODELO	
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 Wolf Guard Battle Leader	1	60
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
Helfrost cannon	25
Helfrost destructor	50
Helfrost 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	ТҮРЕ	S	AP	D	ABILITIES
Foehammer (shooting)	12"	Assault 1	x2	-3	D3	When attacking CHARACTERS or MONSTERS, this weapon has a Damage of 3.
Helfrost cannon						e profiles below. If a model suffers any unsaved wounds from get suffers a mortal wound.
- Dispersed beam	24"	Heavy D3	6	-2	1	-
- Focused beam	24"	Heavy 1	8	-4	D6	-
Helfrost destructor						e profiles below. If a model suffers any unsaved wounds from get 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	-

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MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Axe Morkai	When a	attacking with th	is weapon, ch	oose o	one of the	e 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 Logan Grimnar on Stormrider datasheet (pg 132)
Foehammer (melee)	Melee	Melee	x2	-3	D3	When attacking CHARACTERS or MONSTERS, 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	-
Glacius	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	-
Wyrmclaw	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 Vanguard Veterans		21
- Deathwatch Veterans		19
Deathwatch Terminators	1-5	32
Deathwatch Vanguard Veterans	1-5	21
Watch Master	1	130

701

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
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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 a	attacking with this we	apon, ch	loose of	ne 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

POINTS PER WEAPON
20
40
30
14
20
4
10
14
20
0
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

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ARGEAR	POINTS PER ITEM
readknight teleporter	10

GREY KNIGHTS WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	ТҮРЕ	S	AP	0	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 PSYKER or DAEMON , the target suffers a mortal wound instead of the normal damage.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
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MELEE WEAPONS						
WEAPON	RANGE	ТҮРЕ	S	AP	0	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	-





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