


# SPACE MARINE DATASHEETS


This document contains several datasheets for Imperial Fists, Crimson Fists, Salamanders, Black Templars, Salamanders and Raven Guard units that do not appear in the 2019 edition of *Codex: Space Marines*. If your collection includes any of these units, use the datasheets and points values found here for those units until their datasheets appear again and are superseded in a new publication.



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POWER

## CAPTAIN LYSANDER



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

Captain Lysander is a single model armed with the Fist of Dorn. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fist of Dorn	Melee	Melee	+6	-3	3	-

**ABILITIES**

**Angels of Death** (see *Codex: Space Marines*)


**Iron Halo and Storm Shield:** Captain Lysander has a 3+ invulnerable save.

**Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **IMPERIAL FISTS** units within 6" of Captain Lysander.

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

**Icon of Obstinacy:** Add 1 to the Leadership of all friendly **IMPERIAL FISTS** units within 6" of Captain Lysander.


<b>FACTION KEYWORDS</b>	<b>IMPERIUM, ADEPTUS ASTARTES, IMPERIAL FISTS</b>
<b>KEYWORDS</b>	<b>CHARACTER, INFANTRY, CAPTAIN, TERMINATOR, LYSANDER</b>



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POWER

## PEDRO KANTOR



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

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

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

**ABILITIES**

**Angels of Death** (see *Codex: Space Marines*)

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

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

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

<b>FACTION KEYWORDS</b>	<b>IMPERIUM, ADEPTUS ASTARTES, CRIMSON FISTS</b>
<b>KEYWORDS</b>	<b>CHARACTER, INFANTRY, CHAPTER MASTER, PEDRO KANTOR</b>





# High Marshal Helbrecht

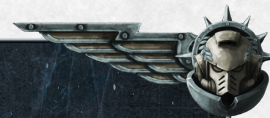
NAME	M	WS	BS	S	T	W	A	Ld	Sv
High Marshal Helbrecht	6"	2+	2+	4	4	6	4	9	2+
High Marshal Helbrecht is a single model armed with the Sword of the High Marshals, a combi-melta, frag grenades and krak grenades. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.								
- Boltgun	24"	Rapid Fire 1		4	0	1	-		
- Meltagun	12"	Assault 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Sword of the High Marshals	Melee	Melee		+1	-3	D3	High Marshal Helbrecht can make D3 additional attacks with this weapon if he charged in his turn.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
ABILITIES	Angels of Death (see <i>Codex: Space Marines</i> )						Crusade of Wrath: All friendly <b>BLACK TEMPLARS</b> models add 1 to their Strength characteristic whilst they are within 6" of High Marshal Helbrecht.		
	Chapter Master: You can re-roll any failed hit rolls for friendly <b>BLACK TEMPLARS</b> units within 6" of High Marshal Helbrecht.						Iron Halo: High Marshal Helbrecht has a 4+ invulnerable save.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS								
KEYWORDS	CHARACTER, INFANTRY, CHAPTER MASTER, HIGH MARSHAL HELBRECHT								



# THE EMPEROR'S CHAMPION

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
The Emperor's Champion	6"	2+	3+	4	4	4	4	8	2+	
The Emperor's Champion is a single model armed with a Black Sword, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Black Sword	Melee	Melee		+2	-3	D3	You can re-roll any failed wound rolls when attacking with this weapon if the target is a <b>CHARACTER</b> or a <b>MONSTER</b> .			
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
ABILITIES	Angels of Death (see <i>Codex: Space Marines</i> )						Slayer of Champions: You can re-roll any failed hit rolls made for this model in the Fight phase when attacking enemy <b>CHARACTERS</b> .			
	Sigismund's Honour: Add 1 to the Emperor's Champion's Strength and Attacks characteristics whilst he is within 1" of any enemy <b>CHARACTERS</b> .						Armour of Faith: The Emperor's Champion has a 4+ invulnerable save.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS									
KEYWORDS	CHARACTER, INFANTRY, EMPEROR'S CHAMPION									





# CHAPLAIN GRIMALDUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaplain Grimaldus	6"	2+	3+	4	4	4	3	9	3+
Chaplain Grimaldus is a single model armed with a crozius arcanum, plasma pistol, frag grenades and krak grenades. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Crozius arcanum	Melee			+1	-1	2	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
ABILITIES	<b>Angels of Death</b> (see <i>Codex: Space Marines</i> )  <b>Unmatched Zeal:</b> If you roll a hit roll of 6+ in the Fight phase for a model in a friendly Black Templars unit that is within 6" of Chaplain Grimaldus, that model can immediately make another close combat attack using the same weapon. These bonus attacks do not themselves generate further bonus attacks.						<b>Rosarius:</b> Chaplain Grimaldus has a 4+ invulnerable save.  <b>Spiritual Leader:</b> All friendly <b>BLACK TEMPLARS</b> units that are within 6" of Chaplain Grimaldus in the Morale phase can use his Leadership instead of their own.		
PRIEST	This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (see <i>Codex: Space Marines</i> ). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.  <b>Litany of Hate:</b> If this Litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly <b>BLACK TEMPLARS</b> units whilst their unit is within 6" of this model.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS								
KEYWORDS	CHARACTER, INFANTRY, PRIEST, CHAPLAIN, GRIMALDUS								



# CENOBYTE SERVITORS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Cenobyte Servitor	5"	5+	5+	3	3	1	1	6	4+	
This unit contains 3 Cenobyte Servitors. Each model is armed with a close combat weapon. Only one unit of Cenobyte Servitors may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Close combat weapon	Melee	Melee		User	0	1	-			
ABILITIES	Mindwiped: Cenobyte Servitors improve their Weapon Skill to 4+ and their Leadership to 9, whilst they are within 6" of Chaplain Grimaldus.						Relic of Helsreach: Friendly <b>BLACK TEMPLARS</b> units automatically pass Morale tests whilst they are within 12" of any models from this unit.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS									
KEYWORDS	INFANTRY, SERVITORS, CENOBYTE SERVITORS									





# VULKAN HE'S TAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Vulkan He'stan	6"	2+	2+	4	4	5	4	9	2+	
Vulkan He'stan is a single model armed with the Gauntlet of the Forge, the Spear of Vulkan, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Gauntlet of the Forge	8"	Assault D6		5	-1	1	This weapon automatically hits its target.			
Spear of Vulkan	Melee	Melee		+2	-2	D3	-			
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
ABILITIES	Angels of Death (see <i>Codex: Space Marines</i> )						Forgefather: You can re-roll failed hit and wound rolls for friendly <b>SALAMANDERS</b> models within 6" of Vulkan He'stan that are firing melta or flame weapons. For the purposes of this ability, a melta weapon is any weapon profile whose name includes the word 'melta' (e.g. meltagun, multi-melta etc.) and a flame weapon is any weapon profile whose name includes the word 'flame' (e.g. flamer, heavy flamer, flamestorm cannon, flamestorm gauntlet etc.). Vulkan He'stan's Gauntlet of the Forge is also a flame weapon.			
	Rites of Battle: You can re-roll hit rolls of 1 made for friendly <b>SALAMANDERS</b> units within 6" of Vulkan He'stan.									
	Kesare's Mantle: Vulkan He'stan has a 3+ invulnerable save.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SALAMANDERS									
KEYWORDS	CHARACTER, INFANTRY, CAPTAIN, VULKAN HE'STAN									



# KAYVAAN SHRIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kayvaan Shrike	12"	2+	2+	4	4	5	5	9	3+
Kayvaan Shrike is a single model armed with the Raven's Talons, frag grenades and krak grenades. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Raven's Talons	Melee	Melee		User	-3	D3	You can re-roll failed wound rolls for this weapon.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
ABILITIES	Angels of Death (see <i>Codex: Space Marines</i> )						Jump Pack Assault: During deployment, you may set up Kayvaan Shrike high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases he can assault from above; set him up anywhere that is more than 9" from any enemy models.		
	Chapter Master: You can re-roll failed hit rolls for friendly RAVEN GUARD units within 6" of Kayvaan Shrike.								
	Winged Deliverance: You can re-roll failed charge rolls for friendly RAVEN GUARD JUMP PACK units within 6" of Kayvaan Shrike.						Iron Halo: Kayvaan Shrike has a 4+ invulnerable save.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, RAVEN GUARD								
KEYWORDS	CHARACTER, INFANTRY, CHAPTER MASTER, JUMP PACK, FLY, KAYVAAN SHRIKE								





## CRUSADER SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Initiate	6"	3+	3+	4	4	1	1	7	3+	
Neophyte	6"	3+	3+	4	4	1	1	6	4+	
Sword Brother	6"	3+	3+	4	4	1	2	8	3+	
This unit contains 5 Initiates. It can include up to 5 additional Initiates ( <b>Power Rating +4</b> ). It can also include up to 5 Neophytes ( <b>Power Rating +3</b> ) or up to 10 Neophytes ( <b>Power Rating +6</b> ). A Sword Brother can take the place of one Initiate. Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Astartes shotgun	12"	Assault 2		4	0	1	If the target is within half range, add 1 to this weapon's Strength.			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Boltgun	24"	Rapid Fire 1		4	0	1	-			
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.			
Combat knife	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.			
Power axe	Melee	Melee		+1	-2	1	-			
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.			
Power maul	Melee	Melee		+2	-1	1	-			
Power sword	Melee	Melee		User	-3	1	-			
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>• A Sword Brother may replace his bolt pistol and boltgun with items from the <i>Sergeant Equipment</i> list (see <i>Codex: Space Marines</i>).</li><li>• Any Initiate may replace his boltgun with a chainsword.</li><li>• One Initiate may replace his boltgun with an item from the <i>Special Weapons</i> list (see <i>Codex: Space Marines</i>).</li><li>• One Initiate may replace his boltgun with an item from the <i>Heavy Weapons</i> list (see <i>Codex: Space Marines</i>), or a power sword, power axe, power maul or power fist.</li><li>• Any Neophyte may replace his boltgun with an Astartes shotgun or a combat knife.</li></ul>									
ABILITIES	Angels of Death (see <i>Codex: Space Marines</i> )									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS									
KEYWORDS	INFANTRY, CRUSADER SQUAD									

## POINTS VALUES

If you are playing a game that uses points values, the points cost for these units are found below (the points for a Crusader Squad's wargear can be found in *Codex: Space Marines*):

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Captain Lysander	1	130
Chaplain Grimaldus	1	90
The Emperor's Champion	1	75
High Marshall Helbrecht	1	150
Kayvaan Shrike	1	150
Pedro Kantor	1	150
Vulkan He'stan	1	135

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Cenobyte Servitors	3	2

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Crusader Squad	5-20	13 (Neophyte is 11)