WARHAMMER 40,000 INDEX: IMPERIUM

SPACE MARINES - BLOOD ANGELS - DARK ANGELS Space Wolves - Grey Knights Deathwatch - Legion of the Damned



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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

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-pistolPlasma pistol
- Plasma pistoi
- Chainsword Power sword
- Power axe
- Power maul
- Lightning claw
- Power fist
- Thunder hammer ¹

One weapon can be chosen from the following list:

- Boltgun
- Combi-flamer
- Combi-gravCombi-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 claw
- Thunder hammer

SPECIAL WEAPONS

- Flamer
- Plasma gun
- Meltagun
- Grav-gun

HEAVY WEAPONS

- Missile launcher
- Heavy bolter
- Multi-melta
- Lascannon
- Grav-cannon and grav-amp
 <u>Plasma cannon</u>

11

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

5 5				CA	PTA	IN			
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Captain	6"	2+	2+	4	4	5	4	9	3+
A Captain is a single mode	el armed w	ith a ch	ainsword	l, a m	aster-craft	ed boltg	gun, frag	grenad	les and krak grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Master-crafted boltgun	24"	Rap	pid Fire	l	4	-1	2	-	
Chainsword	Melee	Me	lee		User	0	1		n time the bearer fights, it can make 1 additional k with this weapon.
Frag grenade	6"	Gre	enade De	5	3	0	1	-	
Krak grenade	6"	Gre	enade 1		6	-1	D3	-	
	This nThis n	nodel n	nay repla nay take	a jumj		wer Ra			relic blade or an item from the <i>Melee Weapons</i> list. bes, its Move characteristic is increased to 12" and it
ABILITIES	Rites of	f Battle	: You car	n re-ro	e ar (pg 10) Ill hit rolls within 6" c	of 1 ma		has a instea of yo	p Pack Assault: During deployment, if this model a jump pack, you can set it up high in the skies and of placing it on the battlefield. At the end of any pur Movement phases this model can assault from re – set it up anywhere on the battlefield that is more
					4+ invulne				9" away from any enemy models.
			A model herable s		pped with a	a storm	shield		
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS	ASTART	ES. <0	HAPT	FR>	
						,			

S (8)		Т			PTA NATOR			D	
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain in Terminator Armour	5"	2+	2+	4	4	6	4	9	2+
A Captain in Terminator A	Armour is a	a single	model a	rmed w	vith a pov	ver swo	rd and s	torm bo	olter.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-	
Wrist-mounted grenade launcher	12"	Ass	ault D3		4	1	1	-	
Chainfist	Melee	Mel	ee		x2	-4	2		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	Weapo • This n Melee	ons lists. nodel m <i>Weapon</i>	ay repla 1s list.	ce its p	ower swo	ord with	a relic l	olade, cl	ne <i>Terminator Combi-weapons</i> or <i>Terminator Mele</i> hainfist, storm shield or an item from the <i>Termina</i> be equipped with a wrist-mounted grenade launch
ABILITIES	Iron Ha	llo: This Shield: A	s model A model	has a 4 l equipj	r (pg 10) + invulne	rable sa		mod on th phas anyw	port Strike: During deployment, you can set up the lel in a teleportarium chamber instead of placing is the battlefield. At the end of any of your Movement sets this model can teleport into battle – set it up where on the battlefield that is more than 9" away is any enemy models.
	friendly	<cha< td=""><td>PTER></td><td>units v</td><td>l hit rolls vithin 6" o</td><td>of this n</td><td>nodel.</td><td></td><td></td></cha<>	PTER>	units v	l hit rolls vithin 6" o	of this n	nodel.		
FACTION KEYWORDS				-	START				
KEYWORDS	CHAR	ACTE	R, INE	ANTR	Y, TERI	MINAT	ror, c	APTA	IN

		IN		1.1.1	PTA ract	1 4 M 1 1 1 1 1 1 1 1 1		J R	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Captain in Cataphractii Armour	4"	2+	2+	4	4	6	4	9	2+
A Captain in Cataphractii	Armour is	a single	model a	armed v	with a po	wer sw	ord and	combi-l	bolter.
WEAPON	RANGE	TYPE			S	AP	D	ABILI	ITIES
Combi-bolter	24"	Rap	d Fire 2		4	0	1	-	
Chainfist	Melee	Mel	ee		x2	-4	2		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	Weapo • 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	Cataph has a 34 result of model A Rites of	ractii A → invulne f the dic Advance f Battle:	rmour a erable sa e rolled s. You can	a nd Iro we, but when d re-roll	r (pg 10) n Halo: ' you mus etermini hit rolls ithin 6" o	This mo at halve ang how of 1 ma	the far this ade for	mod on th phas anyw	port Strike: During deployment, you can set up this del 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 where on the battlefield that is more than 9" away n any enemy models.
FACTION KEYWORDS					START			ER>	
KEYWORDS	СНАР	ACTE	D INE	NTR	, TERI	MINIAT		ADTA	IN

					PTA vis ai							
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Captain in Gravis Armour	5"	2+	2+	4	5	6	5	9	3+			
A Captain in Gravis Armou	r is a sing	gle mode	el arme	d with a	master-c	rafted	power sw	vord and	l a boltstorm gauntlet.			
WEAPON	RANGE	TYP			S	AP	D	ABILIT	TIES			
Boltstorm gauntlet (shooting)	12"	Pist	ol 3		4	0	1	-				
Boltstorm gauntlet (melee)	Melee	Melee x2 -3 D3 When attacking with this weapon, you must subtr from the hit roll.										
Master-crafted power sword	Melee											
ABILITIES	And Th	ey Shal	Know	No Fea	r (pg 10)	Ser. L.						
					+ invulne							
	Rites of	Battle:	You ca	n re-roll	hit rolls	of 1 ma	ade for fr	iendly <	CHAPTER> units within 6" of this model.			
FACTION Keywords	IMPEI	RIUM,	ADEF	TUS A	START	ES, <0	CHAPT	ER>				
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, MK X	K GRA	VIS, PI	RIMAR	RIS, CAPTAIN			

-7 					PTA DN BIK				
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Captain on Bike	14"	2+	2+	4	5	6	4	9	3+
A Captain on Bike is a sing is equipped with a twin bo		armed w	rith a cha	inswo	rd, a mas	ter-craf	ted bolts	gun, frag	g grenades and krak grenades. His Space Marine bike
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Master-crafted boltgun	24"	Rap	id Fire 1		4	-1	2	-	
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 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	Weapo	ons lists.	14.84.1						em from the <i>Pistols</i> , <i>Combi-weapons</i> or <i>Melee</i> r an item from the <i>Melee Weapons</i> list.
ABILITIES	And Th	ey Shal	l Know l	No Fea	ar (pg 10)				s of Battle: You can re-roll hit rolls of 1 made for dly <chapter> units within 6" of this model.</chapter>
	Iron Ha	lo: Thi	s model l	nas a 4	+ invulne	rable sa	ave.		
			A model erable sa		ped with a	a storm	shield	Move	bo-boost: When this model Advances, add 6" to its e characteristic for that Movement phase instead of ng a dice.
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	rus A	ASTART	ES, <0	CHAPT	ER>	and the second
KEYWORDS	BIKER	R. CHA	RACTI	ER. C	APTAIN	J	E 4 2	S. R. A	and the second

5 6			L	IB	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 f	orce stav	re, a bo	lt pistol, f	rag grei	nades ar	nd krak ş	grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Boltgun	24"	Rap	oid Fire	L	4	0	1	-	
Force axe	Melee	Me	lee		+1	-2	D3	-	
Force stave	Melee	Me	lee		+2	-1	D3	-	
Force sword	Melee	Me	lee		User	-3	D3	-	
Frag grenade	6"	Gre	nade De	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	This nThis n	nodel m nodel m	nay repla nay take	.ce its f a jump	orce stave	with a wer Ra	force sv	vord or a	em from the <i>Pistols</i> or <i>Combi-weapons</i> lists. a force axe. bes, its Move characteristic is increased to 12" and it
ABILITIES	Psychic Jump P of placin	Hood: ack Ass	You can ault: Dr the batt	add 1 1ring d lefield	leploymer At the en	ne Witcl nt, if thi nd of an	s model y of you	has a ju r Mover	for this model against enemy PSYKERS within 12". Imp pack, you can set it up high in the skies instead nent phases this model can assault from above – set n any enemy models.
PSYKER	This mo	del can power	attempt in each o	to ma	nifest two	, psychi	c power	s in eacl	h friendly Psychic phase, and attempt to deny one e power and two psychic powers from the Librarius
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS	ASTART	ES, <0	СНАРТ	ER>	
KEYWORDS	CHAR	ACTE	R, INF	ANTF	RY, PSYH	KER, L	IBRAH	RIAN	

9 10000		I			RAR NATOR			R	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Librarian in Terminator Armour	5"	3+	3+	4	4	5	3	9	2+
A Librarian in Terminator	Armour is	s a singl	e model	armed	with a fo	rce stav	ve and sto	orm bol	olter.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-	
Force axe	Melee	Me	lee		+1	-2	D3	-	
Force stave	Melee	Me	lee		+2	-1	D3	-	
Force sword	Melee	Me	lee		User	-3	D3	-	
WARGEAR OPTIONS									or an item from the <i>Terminator Combi-weapons</i> list a force axe.
ABILITIES		ermina	t us: This		r (pg 10) has a 5+			you	chic Hood: You can add 1 to Deny the Witch tests take for this model against enemy PSYKERS nin 12".
	Storm S invulne			with a	storm sh	ield ha	s a 3+	mod on th	eport Strike: During deployment, you can set up th del in a teleportarium chamber instead of placing it the battlefield. At the end of any of your Movement
								anyw	ses this model can teleport into battle – set it up where on the battlefield that is more than 9" away n any enemy models.
PSYKER		power	in each e						ch friendly Psychic phase, and attempt to deny one <i>te</i> power and two psychic powers from the Librariu
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	ES, <0	CHAPT	ER>	

			L		RAR N 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	ve, a bolt	t pistol,	frag grei	nades ar	nd l	krak grenades. His Space Marine bike is equippe			
WEAPON	RANGE	TYP			S	AP	D	ABILI	ITIES	5			
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	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					olt pistol orce stave					from the <i>Pistols</i> or <i>Combi-weapons</i> lists. rce axe.			
ABILITIES	Psychic	Hood: e for thi	You can	add 1	r (pg 10) to Deny t t enemy l	the Wite		Move	re ch	boost: When this model Advances, add 6" to its haracteristic for that Movement phase instead of 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	IMPEI	RIUM,	ADEP	TUS A	START	'ES, <0	СНАРТ	'ER>					
KEYWORDS	BIKER, CHARACTER, PSYKER, LIBRARIAN												

		TEO	CHMA	ARI	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	model arme	d with a power a	xe, a servo-ari	n, a bolt	pistol, f	rag gren	ades and krak grenades.					
WEAPON	RANGE	TYPE	S	AP	D	ABILIT	TIES					
Bolt pistol	12"	Pistol 1	4	0	1	-						
Boltgun	24"	Rapid Fire 1	4	0	1	-						
Conversion beamer	42"	Heavy 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"	Assault D6	4	0	1	Thisy	weapon automatically hits its target.					
Plasma cutter	When at	ttacking with thi	s weapon, cho	ose one	of the pi	ofiles be	low.					
- Standard	12"	Assault 1	7	-3	1	-						
- Supercharge	12"	Assault 1	8	-3	2	On a	hit roll of 1, the bearer is slain.					
Power axe	Melee	Melee	+1	-2	1	-						
Servo-arm	Melee	Melee	x2	-2	3	each	servo-arm can only be used to make one attack time this model fights. When a model attacks with veapon, you must subtract 1 from the hit roll.					
Frag grenade	6"	Grenade D6	3	0	1	-						
Krak grenade	6"	Grenade 1	6	-1	D3	-						
WARGEAR OPTIONS	This mThis mThis m	nodel may replac nodel may replac nodel may take a	e its power axe e its servo-arn servo-harness	e with ar n with a s (Power	n item fr conversi Rating	om the N ion beam +1), whi	m 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 Th	ey Shall Know N	o Fear (pg 10)		1						
							e this model can repair a single <chapter></chapter> odel can only be repaired once per turn.					
FACTION KEYWORDS	IMPER	RIUM, ADEPT	US ASTART	TES, <c< td=""><td>СНАРТ</td><td>'ER></td><td></td></c<>	СНАРТ	'ER>						
KEYWORDS	CHARACTER, INFANTRY, TECHMARINE											

			S	ERV	VIT	OR	.S		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Servitor	5"	5+	5+	3	3	1	1	6	4+
This unit contains 4 Servit	tors. Each n	nodel is	armed v	with a se	ervo-arr	n.	and the		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ries
Heavy bolter	36"	Hea	vy 3		5	-1	1	-	
Multi-melta	24"	Hea	vy 1		8	-4	D6	two c	e target is within half range of this weapon, roll lice when inflicting damage with it and discard the st result.
Plasma cannon	When a	ttacking	, with th	is weap	on, cho	ose one	of the pr	ofiles be	elow.
- 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.
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 veapon, you must subtract 1 from the hit roll.
WARGEAR OPTIONS	• Up to	two Ser	vitors m	ay repla	ace their	servo-a	arm with	n a heavy	v bolter, plasma cannon or multi-melta.
ABILITIES	Mindlo they are							and Balli	istic Skill to 4+, and their Leadership to 9, whilst
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, <0	CHAPT	'ER>	and the specific was set
KEYWORDS	INFAN	TRY, S	SERVI	TORS				10/14	

			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+
A Techmarine on Bike is bike is equipped with a tw			ed with a	power	· axe, a so	ervo-arr	n, a bolt	pistol, f	rag grenades and krak grenades. His Space Marine
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILIT	lies
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Boltgun	24"	Rap	oid Fire 1		4	0	1	-	
Conversion beamer	42"	Hea	wy D3		6	0	1	over l	ks from a conversion beamer that target enemies a half its range are resolved at Strength 8, AP -1 and age 2.
Flamer	8"	Ass	ault D6		4	0	1	Thisy	weapon automatically hits its target.
Plasma cutter	When a	ttacking	g with thi	is weap	on, choo	ose one	of the pr	ofiles be	elow.
- 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	Me	ee		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.
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	 This n This n This n 	nodel m nodel m nodel m	ay replac ay replac ay take a	ce its po ce its se servo-	ower axe ervo-arm harness	with an with a (Power	item fro conversi Rating	om the <i>l</i> on bean +1), whi	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 Th Turbo-l	ey Shal	l Know N When this	No Fea s mode	r (pg 10) el Advan	ces, add	6" to its	Bless Move <ch< td=""><td>Sing of the Omnissiah: At the end of your ement phase this model can repair a single APTER> VEHICLE within 1". That model regains ost wounds. A model can only be repaired once</td></ch<>	Sing of the Omnissiah: At the end of your ement phase this model can repair a single APTER> VEHICLE within 1". That model regains ost wounds. A model can only be repaired once
FACTION KEYWORDS			ADEPT	TUS A	START	'ES, <c< td=""><td>HAPT</td><td>ER></td><td></td></c<>	HAPT	ER>	
KEYWORDS					ECHM			1100	



			C	H	APL	AII	N					
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Chaplain	6"	2+	3+	4	4	4	3	9	3+			
A Chaplain is a single n	nodel armed v	with a c	cozius ar	canum	, a bolt p	istol, fra	ag grenad	les and	krak grenades.			
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	-				
Crozius arcanum	Melee	Me	ee		+1	-1	2	-				
Power fist	Melee	Me	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	Comb • This n gains	<i>i-weapo</i> nodel m the JUN	ns lists. ay take a IP PACK	i jump K and I	pack (Po FLY keyw	wer Ra	U	. If it do	fist or an item from the <i>Pistols</i> or bes, its Move characteristic is increased to 12" and i rius: This model has a 4+ invulnerable save.			
AUILIIIEƏ	Litanies Fight ph of this n Spiritua	 Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly <chapter> units within 6" of this model.</chapter> Spiritual Leaders: All friendly <chapter> units within 6" of this model can use the Chaplain's</chapter> 										
	IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>											
FACTION KEYWORDS	IMPE	RIUM,	ADEP	FUS A	START	'ES, <0	CHAPT	ER>				



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

		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+						
A Chaplain in Terminator	Armour is	a singl	e model a	armed	with a cr	ozius ar	canum a	ind a sto	orm bolter.						
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES						
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-							
Crozius arcanum	Melee	Me	ee		+1	-1	2	-							
WARGEAR OPTIONS	• This r	nodel n	ay replac	ce its st	torm bol	ter with	an item	from th	ne Terminator Combi-weapons list.						
ABILITIES	Litanie Fight pl of this r Spiritus units w	s of Hat nase for nodel. al Lead ithin 6"	l Know I te: You ca friendly ers: All fi of this m read of th	an re-ro < CHA riendly	oll failed PTER> <chaf an use th</chaf 	hit rolls units wi PTER>	ithin 6"	Telep mod on th phas anyw	arius: This model has a 4+ invulnerable save. 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 where on the battlefield that is more than 9" away n any enemy models.						
FACTION KEYWORDS	IMPE	RIUM,	ADEP	ΓUS A	START	'ES, <0	CHAPT	ER>							
KEYWORDS	CHAR	ACTE	R, INFA	NTR	Y, TER	MINAT	TOR, C	HAPL	AIN						

-6 twit												
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Chaplain on Bike	14"	2+	3+	4	5	5	3	9	3+			
A Chaplain on Bike is a equipped with a twin bo		armed	with a cr	ozius a	arcanum,	a bolt p	pistol, fra	ag grena	des and krak grenades. His Space Marine bike is			
WEAPON	RANGE	TYP			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	-				
Crozius arcanum	Melee	Mel	ee		+1	-1	2	-				
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		nodel m i-weapo		ce its b	olt pistol	with a	boltgun,	power f	fist or an item from the <i>Pistols</i> or			
ABILITIES	Litanies	of Hat	e: You ca	an re-r	oll failed	hit rolls		Move	po-boost: When this model Advances, add 6" to its e characteristic for that Movement phase instead of ng a dice.			
	of this n	nodel.			· invulne			units	itual Leaders: All friendly <chapter> s within 6" of this model can use the Chaplain's ership instead of their own.</chapter>			
FACTION KEYWORDS	IMPER	RIUM,	ADEP	TUS A	ASTART	'ES, <0	CHAPT	ER>				
KEYWORDS	BIKER, CHARACTER, CHAPLAIN											

		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	ned with	a bolt p	istol, c	hainsword	d, frag g	grenades	and kra	ık grenades.							
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES							
Bolt pistol	12"	Pist	ol 1		4	0	1	-								
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 De	5	3	0	1	-								
Krak grenade	6"	Gre	nade 1		6	-1	D3	-								
ABILITIES	Narthe model. contain models	cium: A Select a s a wou but one	t the end friendly nded more or more	d of an CHA odel, it e of its h 1 wo	PTER> I immediat models ha	Movem INFAN tely rega ave bee hining. 1	TRY or ains D3 ains d	BIKER lost wou uring th	Apothecary can attempt to heal or revive a single unit within 3" of the Apothecary. If that unit ands. If the chosen unit contains no wounded be battle, roll a D6. On a 4+ a single slain model is							
	the rem	ainder o	of the tu				etc.) as	he recov	y fails to revive a model he can do nothing else for ers the gene-seed of the fallen warrior. A unit can							
FACTION KEYWORDS	the rem only be	ainder of the targ	of the tu get of the	e Narth	oot, charge ecium ab	ility on	etc.) as l	he recov h turn.								

	APOTHECARY on bike													
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 i equipped with a twin bol	s a single model armed with a bolt pistol, chainsword, frag grenades and krak grenades. His Space Ma tgun.													
WEADON	Range	Түрі			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	ee		User	0	1		n 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	-						
ABILITIES	Narther model. contain models returner the rem only be Turbo-I	cium: A Select a s a wou but one d to the ainder o the targ	t the end friendly nded more or more unit wit of the tun get of the	l of an CH odel, it of its h 1 wo rn (sho Narth	APTER> 1 immediat models ha ound rema bot, charge necium ab	INFAN tely reg ave bee aining. e, fight, ility on	TRY or ains D3 I on slain d If the Ap etc.) as I ce in eac	BIKER lost wou uring th oothecar he recow h turn.	Apothecary can attempt to heal or revive a single unit within 3" of the Apothecary. If that unit ands. 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					
	0	rolling a dice.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <chapter> BIKER, CHARACTER, APOTHECARY</chapter>													

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	PRIMARIS LIEUTENANTS												
NAME	М	WS	BS	S T	W	A	Ld	Sv					
Primaris Lieutenant	6"	2+	3+	4 4	5	4	8	3+					
This unit contains a singl master-crafted auto bolt							Lieutena	ant (Power Rating +4). Each model is armed with					
WEAPON	RANGE	TYPE		S	AP	D	ABILI	TIES					
Bolt pistol	12"	Pistol	1	4	0	1	-						
Master-crafted auto bolt rifle	24"	Assau	lt 2	4	0	2	-						
Power sword	Melee	Melee		User	-3	1	-						
Frag grenade	6"	Grena	de D6	3	0	1	-						
Krak grenade	6"	Grena	de 1	6	-1	D3	-						
WARGEAR OPTIONS	• Any m	nodel may	replace	his master-c	rafted au	ito bolt r	ifle with	n a power sword.					
ABILITIES	Tactical	Precision	n: You ca	• Fear (pg 10 an re-roll wor • units that an	und rolls	this u do no point	ppany Heroes: During deployment, all models in unit must be set up at the same time, though they ot need to be set up in unit coherency. From that t onwards, each Primaris Lieutenant is treated as a rate unit.						
FACTION KEYWORDS	IMPER	RIUM, A	DEPTU	US ASTART	TES, <0	CHAPT	ER>	The share a start of the					
KEYWORDS	CHAR	ACTER,	INFAN	NTRY, PRI	MARIS	, LIEU	ΓENAI	NTS					

Towel		CC	OMP	AN		ANG	CIE	NΤ				
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 mod	el armeo	l with a l	olt pis	tol, frag	grenade	s and kr	ak grena	ades.			
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES			
Bolt pistol	12"	Pist	ol 1		4	0	1	-				
Boltgun	24"	Rap	oid 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		nodel n <i>ons</i> lists		ce its b	olt pisto	with a	boltgun,	or an it	tem from the Pistols, Combi-weapons or Melee			
ABILITIES	Astarte Leaders friendly last sur	es Bann ship. In y <cha ge of str</cha 	addition, PTER > .	APTER roll a ANCII fore su	R> units D6 each E NTS , be	within 6 time a < efore ren ng to its	CHAP noving t wounds	ΓER> IN the mod ; it can e	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 th phase.			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	ΓUS A	START	TES, <0	СНАРТ	'ER>				
KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <chapter> CHARACTER, INFANTRY, ANCIENT, COMPANY ANCIENT</chapter>											

- Ower		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.	Bike is a sing	gle mod	el armed	with a	bolt pis	tol, frag	grenade	es 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 ons lists		ce its b	olt pisto	l with a	boltgun,	or an it	em from the Pistols, Combi-weapons or Melee						
ABILITIES	Astarte Leaders friendly last surg Shootin	s Banne hip. In a c CHA ge of str gg phase	er: <cha addition, PTER> ength be , or mak</cha 	APTEF roll a ANCII fore su e a sing	D6 each E NTS , be ccumbir gle attacl	within 6 time a < efore rer ng to its c as if it	CHAP noving t wounds were the	FER> IN the mod tit can e Fight p							
	rolling	a dice.		RUE		144.6		a laid	characteristic for that Movement phase instead of						
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>														

		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 b	olt rifle,	bolt pis	tol, frag	grenade	s and k	trak grenades.						
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES						
Bolt pistol	12"	Pist	ol 1		4	0	1	-							
Bolt rifle	30"	Rap	id Fire 1	l	4	-1	1	-							
Frag grenade	6"	Gre	nade De	5	3	0	1	-							
Krak grenade	6"	Gre	nade 1		6	-1	D3	-							
ABILITIES	Astarte Leaders friendly last surg	ship. In a v < CHA ge of str	er: <ch addition PTER> ength be</ch 	APTER , roll a l ANCIE efore suc	> units D6 each NTS, be ccumbin	within 6 time a < efore rer ng to its	CHAPT noving t	TER> IN 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	TUS A	START	'ES, <c< td=""><td>CHAPT</td><td>ER></td><td></td></c<>	CHAPT	ER>							
	CHARACTER, INFANTRY, PRIMARIS, ANCIENT														

COMPANY CHAMPION

HA A

NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Company Champion	6"	2+	3+	4	4	4	3	8	3+		
A Company Champion is	npany Champion is a single model armee					aster-cr	afted po	wer swo	ord, frag grenades and krak grenades.		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES		
Bolt pistol	12"	Pist	ol 1		4	0	1	-			
Master-crafted power sword	Melee	Me	lee		User	-3	2	-			
Frag grenade	6"	Gre	Grenade D6		Grenade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-			
ABILITIES	Honou any faile	r or De ed hit ro	ath: This olls for th	model is moc		ıke a H Fight p	hase wh	en targe	on if it is able to do so. In addition, you can re-roll eting a CHARACTER .		
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	ES, <0	CHAPT	ER>			
KEYWORDS	CHAR	ACTE	R, INFA	NTR	Y, COM	PANY	CHAN	APION			

5	(CON	ЛРА		Y CI		MP	ION	V			
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Company Champion on Bike	14" 2+ 3+ 4 5 5 3 8 3+								3+			
A Company Champion on Space Marine bike is equip				ned wit	h a bolt p	oistol, m	aster-cr	afted po	wer sword, frag grenades and krak grenades. His			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Bolt pistol	12"	Pist	ol 1		4	0	1	-				
Twin boltgun	24"	Rap	id Fire 2	2	4	0	1	-				
Master-crafted power sword	Melee	Me	ee		User	-3	2	-				
Frag grenade	6"	Gre	nade D6	5	3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
ABILITIES	Honou any fail Comba	r or Dea ed hit ro at Shield boost: V	ath: This olls for th l: This m	model nis moc odel ha	lel in the as a 5+ in	ake a He Fight p vulnera	hase wh ble save	en targe	on if it is able to do so. In addition, you can re-roll eting a CHARACTER . characteristic for that Movement phase instead of			
FACTION KEYWORDS		1	ADEP'	TUS A	START	ES, <0	CHAPT	'ER>				
KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <chapter> BIKER, CHARACTER, COMPANY CHAMPION</chapter>											

- tows			VIP		YV	EI.	EK					
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Space Marine Veteran	6"	3+	3+	4	4	1	2	8	3+			
Veteran Sergeant	6"	3+	3+	4	4	1	3	9	3+			
This unit contains 1 Vetera Each model is armed with									itional Space Marine Veterans (Power R	ating +5).		
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	IES			
Bolt pistol	12"	Pist	ol 1		4	0	1	-				
Boltgun	24"	Rap	id Fire 1		4	0	1	-				
Chainsword	Melee	Melee Melee			User	0	1		Each time the bearer fights, it can make 1 addition attack with this weapon.			
Frag grenade	6"	Gre	nade Dé	i	3	0	1	-				
Krak grenade	6"		nade 1		6	-1	D3	-				
WARGEAR OPTIONS	• Any S Pistols • Any S <u>Melee</u>	pace Ma lists, pace Ma <i>Weapor</i>	arine Ve arine Ve as, Pistol	teran r teran r s, Com	nay repla nay repla <i>bi-weapo</i>	ce their ce their <i>ns</i> or Sp	bolt pis chainsv	tol with vord with	ord with items from the <i>Sergeant Equipm</i> a storm shield or an item from the <i>Melee</i> a a storm shield, a boltgun, or an item fro st.	Weapons		
ABILITIES	Melee Weapons, Pistols, Combi-weapons or Special Weapons list. And They Shall Know No Fear (pg 10) Command Squad Bodyguard: Roll a dice each time a friendly <chapter> CHARACTER loses a wound we they are within 3" of this unit; on a 2+ a model from this squad can intercept that hit – the character does not a wound but this unit suffers a mortal wound. Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save.</chapter>											
										1 4 5 6 9 1		
FACTION KEYWORDS	IMPE	RIUM.	ADEP	TUSA	ASTART	ES, <(HAP1	ER>				



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

- OWE				ON	J BIK	ES			성가입니 것은 드것이 없는 호카		
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	•	with a bo						e up to 3 additional Space Marine Veteran Bikers and krak grenades. Each of their Space Marine b TIFS		
Bolt pistol	12"	Pist			4	0	1	-			
Boltgun	24"	Rap	id Fire 1		4	0	1	-			
Twin boltgun	24"	Rap	id Fire 2		4	0	1	-			
Chainsword	Melee	Mel	Melee			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	Equipa • Any S Weapo • Any S	<i>ment</i> lis pace Ma ons or P pace Ma	t. arine Vete <i>istols</i> lists	eran Bil eran Bil	ker may ker may	replace replace	their bo	olt pistol ainswor Weapor			
ABILITIES	Biker B	odygua	l Know N rd: Roll a SIKER CI	dice ea	.ch time	a friend	•	Move	bo-boost: When this model Advances, add 6" to e characteristic for that Movement phase instead ng a dice.		
	whilst th this squa	ney are w ad can ir		of this un nat hit –	nit; on a the cha	2+ a mo racter de	odel fron Des not		m Shield: A model equipped with a storm shield a 3+ invulnerable save.		
FACTION KEYWORDS	IMPE	RIUM,	ADEPT	US AS	START	ES, <0	HAPT	ER>			
	BIKER, COMPANY VETERANS										

		TACTICAL SQUAD												
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	D	ABILI	TIES					
Bolt pistol	12"	Pist	ol 1		4	0	1	-						
Boltgun	24"	Rap	oid Fire 1		4	0	1	-						
Frag grenade	6"	Gre	nade D6	i	3	0	1	-						
Krak grenade	6"	Gre	nade 1		6	-1	D3	-						
WARGEAR OPTIONS	 If the Special If the 	unit con al Weapo unit con	ntains fe ons or He ntains te	wer tha eavy We n mode	n ten mo <i>eapons</i> li els, one S	odels, or st. pace Ma	ne Space arine ma	Marine y replac	bltgun 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 Weapon</i> n an item from the <i>Heavy Weapons</i> list.					
ABILITIES	And Th	ney Shal	l Know	No Fea	r (pg 10)									
								e start o	of the game, a Tactical Squad containing 10 models					
FACTION KEYWORDS	may be split into two units, each containing 5 models. IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>													
			III LI			,								



OWE			SC						이 집을 감기로 한 것을 가지 않는 것이다.	
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	•				de up to	5 addi	tional Sco	outs (P	Power Rating +4). Each model is armed with a	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES	
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	ol 1		4	0	1	-		
Boltgun	24"	Rap	id Fire 1		4	0	1	-		
Heavy bolter	36"	Hea	vy 3		5	-1	1	-		
Missile launcher	When a	ttacking	g with th	is weapo	on, choo	se one	of the pro	ofiles b	below.	
- Frag missile	48"	Hea	vy D6		4	0	1	-		
- Krak missile	48"	Hea	vy 1		8	-2	D6	-		
Sniper rifle	36"	Hea	wy 1		4	0	1	the c this v	s weapon may target a CHARACTER even if it is not closest enemy unit. If you roll a wound roll of 6+ for weapon, it inflicts a mortal wound in addition to its nal damage.	
Combat knife	Melee	Mel	ee		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	-		
WARGEAR OPTIONS	• Any n • One S	nodel m cout m	ay repla	ce his bo e his bo	oltgun w ltgun wi	ith a sn	iper rifle	, an As	with items from the <i>Sergeant Equipment</i> list. Startes shotgun or a combat knife. missile launcher.	
ABILITIES	Comba start of	t Squad the gam	l Know I s: Before le, a Scou o two ur	e any mo it Squad	odels are l contair	e deploy ning 10	deplo that Cam you o	Acceled Positions: When you set up this unit during oyment, it can be set up anywhere on the battlefield is more than 9" from the enemy deployment zone no 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 1		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <chapter></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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]	INT	'ER	CE	SSC	R S	SQU	JAD	
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 Intere	cessor Serge	eant and	4 Interc	essors.	Each m	odel is a	armed wi	th a bolt	rifle, a
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	IES
Bolt pistol	12"	Pisto	ol 1		4	0	1	-	
Bolt rifle	30"	Rap	id Fire 1		4	-1	1	-	
Frag grenade	6"	Grei	nade D6		3	0	1	-	
Krak grenade	6"	Gree	nade 1		6	-1	D3	-	
ABILITIES	And Th	ney Shall	Know	No Fea	r (pg 10)	2034	192.45	N.	
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, <0	CHAPT	ER>	36
KEYWORDS	INFAN		1025100		018 11 10	10 C 10 C 10 C	-		1 1 1 1 1 1 1

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Power	IM	PE	RIA	LS	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 r	0					ntegrati	on comb	i-gun, a	disinte	gration pistol, frag grenades and krak	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES		
Disintegration combi-gun			g with th weapon		on, choo	ose one	or both o	of the pi	ofiles b	elow. If you choose both, subtract 1 from a	
- Boltgun	24"	Rap	oid Fire 1		4	0	1	-			
- Disintegration gun	18"	Rap	oid Fire 1		5	-3	D6	-			
Disintegration pistol	9"	Pist	ol 1		5	-3	D6	-			
Frag grenade	6"	Gre	nade D6		3	0	1	-			
Krak grenade	6"	Gre	nade 1		6	-1	D3	-			
ABILITIES	And Th	ey Shal	l Know l	No Fea	r (pg 10)		11442		1		
FACTION KEYWORDS	IMPE	RIUM,	ADEPT	rus a	START	'ES, <0	CHAPT	ER>	Sec. 1		
KEYWORDS	INFAN	INFANTRY, CHARACTER, IMPERIAL SPACE MARINE									

2 2 rowst		H	ON	OU	R	GU	ARI)									
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 Hor	nour Guard. I	Each mod	lel is arn	ned with	h a bolt	gun, bo	lt pistol,	power	xe, frag grenades and krak grenades.								
WEAPON	RANGE	TYPE			S	AP	D	ABILI	ES								
Boltgun	24"	Rapic	l Fire 1		4	0	1	-									
Bolt pistol	12"	Pistol	1		4	0	1	-									
Power axe	Melee	Melee	e		+1	-2	1	-									
Power lance	Melee	Melee	Melee		+2	-1	1	-									
Power maul	Melee	Melee	Melee		+2	-1	1	-									
Power sword	Melee	Melee	e		User	-3	1	-									
Relic blade	Melee	Melee	e		+2	-3	D3	-									
Frag grenade	6"	Grena	ade D6		3	0	1	-									
Krak grenade	6"	Grena	ade 1		6	-1	D3	-									
WARGEAR OPTIONS	• Any m	nodel may	y replace	e his po	wer axe	with a	power s	word, p	wer lance, power maul or relic blade.								
ABILITIES	Honour 3" of thi		Roll a D 1 a 2+ a r	6 each t nodel f	time a f				HARACTER loses a wound whilst th hit – the CHARACTER does not los								
FACTION KEYWORDS	IMPEF	RIUM, A	DEPT	US AS	TART	ES, <0	HAPT	ER>		14 123							
KEYWORDS	INFAN	TRY. H	ONOU	R GU	ARD		IMPERIUM, ADEPTUS ASTARTES, <chapter> INFANTRY, HONOUR GUARD</chapter>										



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

4 Power		CHAPTER ANCIENT												
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 gr	enades	s. Only one of this model may be included				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
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	-						
ABILITIES	Astartes Leaders friendly last surg	s Bann hip. In <cha ge of str</cha 	er: <cha addition PTER> ength be</cha 	APTER roll a ANCII fore su	D6 each t E NTS , be	vithin 6 time a < fore rer g to its	CHAP noving t wounds;	TER> IN he mode it can e	IFANT el as a c ither sh	APTER> ANCIENTS add 1 to their 'RY model is destroyed within 6" of any casualty. On a 4+ that model musters one noot with one of its weapons as if it were th				
FACTION KEYWORDS	IMPER	RIUM,	ADEP	TUS A	START	ES, <0	CHAPT	ER>	6.4.9	A TEN A STORY				
KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, <chapter> CHARACTER, INFANTRY, ANCIENT, CHAPTER ANCIENT</chapter>												

CHAPTER CHAMPION

NAME	М	WS	BS	S	т	W	A	Ld	Sv
Chapter Champion	6"	2+	3+	4	4	4	4	9	2+
The Chapter Champion is model may be included in			ned with	a boltg	gun, a bo	lt pistol	, a powe	r sword,	frag 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	-	
Boltgun	24"	Rap	oid 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	Melee		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			oltgun w ower swo				ower lance, power maul, thunder hammer or
ABILITIES	And Th	ey Shal	I Know I	No Fea	r (pg 10)				
									on if it is able to do so. In addition, you can re-roll ting a CHARACTER .
FACTION KEYWORDS	IMPER	RIUM,	ADEP	TUS A	START	ES, <0	CHAPT	ER>	
KEYWORDS	CHAR	ACTE	R, INFA	NTR	Y, CHA	PTER	СНАМ	PION	

	10/19/19	Nak			1860	19kr					
	C.	EN'	TUI	RIC	DN 2	ASS	SAU.	LT	SQUAD		
NAME	М	WS	BS	S	Т	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, t							to 3 add	itional	Centurions (Power Rating +15). Each model is		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES		
Flamer	8"	Ass	ault D6		4	0	1	This	weapon automatically hits its target.		
Hurricane bolter	24"	Rap	id Fire 6		4	0	1	-			
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.		
Siege drills	Melee	Mel	ee		x2	-4	3	-			
WARGEAR OPTIONS		 Any model may replace its two flamers with two meltaguns. Any model may replace its Centurion assault launchers with a hurricane bolter. 									
ABILITIES	Comba start of	t Squad the gam ls may b	s: Before le, a Cent	e any n turion	nodels ar Assault S units, ea	e deploy Squad c	Cent with suffe	turion Assault Launchers: If a model with turion assault launchers finishes a charge move in 1" of an enemy unit, roll a D6 – on a 4+ that unit ers a mortal wound. niscope: Enemy units do not receive the benefit to			
			4.0.00					their mad	r saving throws for being in cover against attacks he by a unit that includes a Centurion Sergeant.		
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	rus A	START	ES, <0	CHAPT	ER>			
KEYWORDS	INFAN	TRY,	CENTU	RION	N, CEN'	TURIC	ON ASS	AULT	SQUAD		

				92031									
Power	ST]	ERI	NGU	JAI	RD	VE'	TEI	RAN	N SQUAD				
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Space Marine Veteran	6"	3+	3+	4	4	1	2	8	3+				
Veteran Sergeant	6"	3+	3+	4	4	1	3	9	3+				
This unit contains 1 Vetera Each model is equipped w									lditional Space Marine Veterans (Power Rating +7) enades.				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Bolt pistol	12"	Pist	ol 1		4	0	1	-					
Heavy flamer	8"	Hea	wy D6		5	-1	1	This	weapon automatically hits its target.				
Special issue boltgun	30"	Rap	oid Fire 1		4	-2	1	-					
Frag grenade	6"	Gre	nade De	5	3	0	1	-					
Krak grenade	6"	Gre	nade 1		6	-1	D3	-					
WARGEAR OPTIONS	<i>Equip</i> • The V • Up to the <i>Sp</i>	ment lis eteran S two Spa pecial W	t. Sergeant ace Mari eapons, J	may rej ne Vete Heavy V	place his rans ma <i>Veapons</i>	bolt pis y replac or <i>Com</i>	stol with e their s <i>bi-weap</i>	an item pecial is ons list.	issue boltgun with items from the <i>Sergeant</i> a from the <i>Sergeant Equipment</i> list. ssue boltgun with a heavy flamer or an item from gun with a weapon from the <i>Combi-weapons</i> list.				
ABILITIES		 Any Space Marine Veteran may replace his special issue boltgun with a weapon from the <i>Combi-weapons</i> list. 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 mod	els may	be split	into two	o units,	each cor	ntaining	5 mode	ls.				
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, <0	СНАРТ	'ER>					
KEYWORDS	INFAN	TRY,	STERN	GUAR	D VET	TERAN	SQUA	D					

Z 7	V	AN	GUA	RD	V	ΈТ	ER	AN	SQUAD			
NAME	M	WS	BS	S	T	W	A	Ld	Sv			
Space Marine Veteran	6"	3+	3+	4	4	1	2	8	3+			
Veteran Sergeant	6"	3+	3+	4	4	1	3	9	3+			
This unit contains 1 Vete Each model is armed wit									additional Space Marine Veterans (Power Rating +			
WEAPON	RANGE	TYP			S	AP	D	ABILI	LITIES			
Bolt pistol	12"	Pist	ol 1		4	0	1	-				
Chainsword	Melee	Mel	ee	τ	Jser	0	1		ch time the bearer fights, it can make 1 additional ack with this weapon.			
Relic blade	Melee	Mel	ee		+2	-3	D3	-				
Frag grenade	6"	Gre	nade D6		3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
Melta bomb	4"	Gre	nade 1		8	-4	D6		1 can re-roll failed wound rolls for this weapon if th get is a VEHICLE.			
WARGEAR OPTIONS	storm • Any S <i>Pistols</i> • One n • The er	shield, pace Ma or <i>Mela</i> nodel m ntire un	a relic blad arine Veter <i>ee Weapon</i> ay take m it may take	de, or an ran may as lists, on elta bom e jump p	item replace with bs. acks (from th ce his b two ite	ne <i>Pistols</i> olt pistol oms from Rating -	or <i>Mele</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 distols and/or Melee Weapons lists. a 5-strong unit, or +2 for a 10-strong one). If they of he JUMP PACK and FLY keywords.			
ABILITIES	their Move characteristic is increased to 12" and they gain the JUMP PACK and FLY keywords.And They Shall Know No Fear (pg 10)Jump Pack Assault: During deployment, if the er unit has jump packs, you can set them up high in the skies instead of placing them on the battlefield At the end of any of your Movement phases this u can assault from above – set them up anywhere or 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 model equipped with a storm shield has a 3+ invulnerable save.Jump Pack Assault: During deployment, if the er unit has jump packs, you can set them up high in the skies instead of placing them on the battlefield At the end of any of your Movement phases this u can assault from above – set them up anywhere or the battlefield that is more than 9" away from any enemy models.											
FACTION KEYWORDS				1000	ART	ES, <0	CHAPT	ER>				
	IMPERIUM, ADEPTUS ASTARTES, <chapter> INFANTRY, VANGUARD VETERAN SQUAD</chapter>											



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

		Ι	ORE	LAI)N()U(GHT	Γ	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Dreadnought	6"	3+	3+	6	7	8	4	8	3+
A Dreadnought is a singl	e model equ	ipped w	rith an a	ssault c	annon, a	a storm	bolter an	d a Di	readnought combat weapon.
WEAPON	RANGE	TYP			S	AP	D	ABI	LITIES
Assault cannon	24"	Hea	vy 6		6	-1	1	-	
Heavy flamer	8"	Hea	vy D6		5	-1	1	Thi	s weapon automatically hits its target.
Missile launcher	When a	ttacking	, with th	is weap	on, cho	ose one	of the pr	ofiles l	below.
- 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		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	nodel m iutocanr	ay repla ion.	ce its D	readnou	ight con		pon ar	n the <i>Dreadnought Heavy Weapons</i> list. nd storm bolter with a missile launcher or a r.
ABILITIES	any wea its smol your op	pons in ke launc ponent	the Sho hers; un must sul	oting p til your btract 1	ame, ins hase, thi next Sh from al s vehicle	s model ooting p l hit roll	a D on a	clodes: If this model is reduced to 0 wounds, roll 6 before removing the model from the battlefield a 6 it explodes, and each unit within 3" suffers D3 rtal wounds.	
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	TES, <0	CHAPT	ER>	
KEYWORDS	VFHI	TE D	READ	NOUG	HT	1977	× 1. 2. 1 2	1.1.1	


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	quipped	l with a	n assault	t cannor	n, a stori	n bolter	and a Di	readnought combat weapon.
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	
Assault cannon	24"	Heav	лу б		6	-1	1	-		
Heavy flamer	8"	Hear	ry D6		5	-1	1	This	weapon a	utomatically hits its target.
Missile launcher	When a	ttacking	with th	is weap	on, choo	ose one o	of the pr	ofiles be	elow.	
- Frag missile	48"	Hear	ry D6		4	0	1	-		
- Krak missile	48"	Heav	/y 1		8	-2	D6	-		
Storm bolter	24"	Rapi	d Fire 2		4	0	1	-		
Twin autocannon	48"	Heav	ry 4		7	-1	2	-		
Dreadnought combat weapon	Melee	Mele	ee		x2	-3	3	-		
WARGEAR OPTIONS	• This m twin a	nodel ma utocann	ay repla on.	ce its D	readnou	ght com	nbat wea a heavy	pon and flamer.	l storm be	eadnought Heavy Weapons list. olter with a missile launcher or a
ABILITIES		ling And	ient: Roon a 6 th					any v its sn	veapons i 10ke laun	hers: Once per game, instead of shooting n the Shooting phase, this model can use achers; until your next Shooting phase you st subtract 1 from all hit rolls for ranged
ABILITIES	Unyield loses a v wound i Explode a D6 bet	ling And wound; c is not los es: If this fore rem	cient: Ro on a 6 th st. s model oving th	is redu	ge is ign ced to 0 el from t	ored an wounds he battl	d that s, roll efield;	any v its sn oppo	veapons i 10ke laun nent mus	n the Shooting phase, this model can use achers; until your next Shooting phase you
ABILITIES FACTION KEYWORDS	Unyield loses a v wound i Explode a D6 bet on a 6 it	ling And wound; c is not los es: If this fore rem t explode wounds.	cient: Roon a 6 the st. s model oving the es, and e	is redu is redu ne mode each uni	ge is ign ced to 0 el from t it within	ored an wounds he battl .3" suffe	d that s, roll efield; ers D3	any w its sn oppo weap	veapons i 10ke laun nent mus	n the Shooting phase, this model can use achers; until your next Shooting phase you st subtract 1 from all hit rolls for ranged

B ANT		Ι	CO DRE	N'I CAI	'EM DNC	IPT DU(OR GH'	Г		DAMAGE Some of this model's o 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+	6-10+ 3-5	9" 6"	2+ 3+	2+ 3+
A Contemptor Dreadnoug and a Dreadnought comb	0 0	le mod	el equipp	oed wit	h a mult	i-melta,	a combi	i-bolter		1-2	4"	4+	4+
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES				
Combi-bolter	24"	Rap	oid Fire 2	2	4	0	1	-					28
Multi-melta	24"	Hea	wy 1		8	-4	D6	two d		s within half range of thi n inflicting damage with			
Kheres pattern assault cannon	24"	Hea	ivy 6		7	-1	1	-					
Dreadnought combat weapon	Melee	Mel	ee		x2	-3	3	-					
WARGEAR OPTIONS	• This m	nodel m	ay repla	ce its n	nulti-mel	ta with	a Khere	s pattern	assault	cannon.	S. 36 - 5		
ABILITIES	Atoman	tic Shi	elding:]	[his mo	odel has	a 5+ inv	ulnerab	le save.				12	
					iced to 0 6" suffe				e remov	ing the model from the	battlefield	; on a 6 it	
FACTION KEYWORDS	IMPER	RIUM,	ADEP	TUS A	START	'ES, <c< td=""><td>СНАРТ</td><td>'ER></td><td></td><td></td><td></td><td></td><td>2.5</td></c<>	СНАРТ	'ER>					2.5
KEYWORDS	VEHIC	CLE, D	READ	NOUC	GHT, C	ONTE	мрто	R DREA	ADNO	UGHT	de la constante		7

E (10)											
Power	<u> </u>	RO	NCL	AD I	DRE	EAD	NO	OUGHT			
NAME	М	WS	BS	S T	W	A	Ld	Sv			
Ironclad Dreadnought	6"	3+	3+	6 8	8	4	8	3+			
An Ironclad Dreadnought	is a single	model e	quipped w	ith a seismi	c hamme	er, a melt	agun, a storm bolter and a Dreadnought combat weapon.				
WEAPON	RANGE	TYP	E	S	AP	D	ABILIT	TIES			
Heavy flamer	8"	Hea	vy D6	5	-1	1	This weapon automatically hits its target.				
Hunter-killer missile	48"	Hea	•	8	-2	D6		odel can only fire each of its hunter-killer missiles per battle.			
Hurricane bolter	24"	Rap	id Fire 6	4	0	1	-				
Meltagun	12"	Ass	ault 1	8	-4	D6	two d	target is within half range of this weapon, roll lice when inflicting damage with it and discard the st result.			
Storm bolter	24"	Rap	id Fire 2	4	0	1	-				
Dreadnought chainfist	Melee	Mel	ee	x2	-4	4	-				
Dreadnought combat weapon	Melee	Mel	ee	x2	-3	3	-				
Seismic hammer	Melee	Mel	ee	x2	-4	5		n attacking with this weapon, you must subtract 1 the hit roll.			
WARGEAR OPTIONS	 This n This n This n This n 	nodel m nodel m nodel m nodel m	ay replace i ay replace i ay replace i ay take up		ught con lter with 1 with a h er-killer	nbat wea a heavy neavy fla missiles	pon and flamer. mer.	ght chainfist. storm bolter with a hurricane bolter.			
ABILITIES				it rolls of 1 lee weapon		nodel if	any w	Re Launchers: Once per game, instead of shooting veapons in the Shooting phase, this model can use noke launchers; until your next Shooting phase you			
	with iro move w	nclad as ithin 1"	sault launc	e rs: If this m hers and fin y unit, roll	nishes a c	charge	oppoi weapo	nent must subtract 1 from all hit rolls for ranged ons that target this vehicle.			
	that uni	t suffers	D3 mortal	wounds.			a D6 on a 6	odes: If this model is reduced to 0 wounds, roll before removing the model from the battlefield; 6 it explodes, and each unit within 3" suffers D3 al wounds.			
FACTION KEYWORDS	IMPE	RIUM,	ADEPTU	S ASTAR	ТЕ S , <0	СНАРТ	'ER>				
KEYWORDS	VEHIC	CLE, D	READNC	UGHT. I	RONCI		READN	JOUGHT			

Power		ΓEŀ	RMI	.NA	TO	R S	QU	AD	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Terminator	5"	3+	3+	4	4	2	2	8	2+
Terminator Sergeant	5"	3+	3+	4	4	2	3	9	2+
This unit contains 1 Tern • The Terminator Sergear • Each Terminator is arm	ant is armed	with a st	orm bol	ter and	power s		ıp to 5 ad	ditiona	al Terminators (Power Rating +13).
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-	
Chainfist	Melee	Mel	ee		x2	-4	2		en attacking with this weapon, you must subtract 1 1 the hit roll.
Power fist	Melee	Mel	ee		x2	-3	D3		en attacking with this weapon, you must subtract 1 a the hit roll.
							_		
Power sword WARGEAR OPTIONS			models			-3 Termin	1 ator may	- replac	e his storm bolter with a weapon from the
WARGEAR OPTIONS	 For ev <i>Termi</i> Any T The u 	very five nator H Ferminat nit may	models eavy We or may take a te	<i>apons</i> lis replace l eleport h	nit, one st. his powe	Termin er fist w		nfist.	
	 For ev Termi Any T The u And Th Comba the star 10 mod 5 mode Telepon this uni them on 	very five mator Hi erminat nit may ney Shal t Squad t of the g els may ls. t Strike t in a tel n the bai ent phas o anywh	models eavy We or may take a te I Know s: Befor game, a be split : During eportari ttefield. ses this u ere on t	apons lis replace l eleport h No Fear e any mo Termina into two g deploy ium cha At the e unit can he battle	mit, one st. his powe omer. (pg 10) odels are tor Squ. o units, e ment, ye mber in end of ar teleport	Termin er fist w e deploy ad conta each cor ou can s stead of ny of you into ba	ator may ith a chain red at aining ataining taining placing ur ttle – set	nfist. Telep it any deplo telep battlo telep an er phase unit : frien home Crux	the his storm bolter with a weapon from the 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 bort homer, it is deactivated and removed from the efield. Whilst there are any friendly <chapter></chapter> bort 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 ddly <chapter></chapter> teleport homer. That teleport er is then removed from the battlefield. x Terminatus: All models in this unit have a 5+ lnerable save.



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		ŀ			IINA LT S	_						
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Terminator	5"	3+	3+	4	4	2	2	8 2+				
Terminator Sergeant	5"	3+	3+	4	4	2	3	9	2+			
This unit contains 1 Term armed with two lightning		eant an	d 4 Term	ninators	. It can ir	nclude 1	up to 5 ado	ditional	l Terminators (Power Rating +13). Each model i			
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES			
Lightning claw	Melee	Me	lee		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.			
Thunder hammer	Melee	Me	lee		x2	-3	3		n attacking with this weapon, you must subtract 1 the hit roll.			
WARGEAR OPTIONS			ay replation take a to			ing clav	vs with a t	hunder	r hammer and storm shield.			
ABILITIES	And Th	ney Shal	l Know	No Fea	r (pg 10)				n Shield: A model with a storm shield has a 3+ nerable save.			
	at the st contain contain Telepon this uni them on Movem them uj 9" away	art of tl ing 10 r ing 5 m t Strik t in a te n the ba ent pha p anywh from a erminat	ne game, nodels r odels. e: Durin leportar ttlefield. ses this nere on t ny enem	, a Term nay be s g deplor ium cha At the unit car he battl y mode	nodels are ninator A split into yment, ye amber ins end of ar n teleport lefield tha els. in this un	ssault S two un ou can s stead of ny of yo into ba at is mo	it any deploy telepo battlet telepo an em phase unit a friend	ort Homer: If this unit has a teleport homer, plac where in your deployment zone when your army ys. If an enemy model is ever within 9" of the ort homer, it is deactivated and removed from the field. Whilst there are any friendly <chapter></chapter> ort homers on the battlefield, this unit can perform hergency teleport instead of moving in its Moveme . At the end of the Movement phase, remove this ind then set it up with all models within 6" of a lly <chapter></chapter> teleport homer. That teleport r is then removed from the battlefield.				
FACTION KEYWORDS				TUS A	START	ES, <0	CHAPTE	R>				



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

CATAPHRACTII RMINATOR SQUAD TER

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

This unit contains 1 Cataphractii Sergeant and 4 Cataphractii Terminators. It can include up to 5 additional Cataphractii Terminators (Power Rating +13).The Cataphractii Sergeant is armed with a combi-bolter and power sword.

Each Cataphractii Term	ninator is arm	ed with a combi-bo	olter and po	wer fist	i.	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Grenade harness	12"	Assault D6	4	4	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-
	The Cat The Cat	aphractii Sergeant aphractii Sergeant	may replace may take a	e his po	wer swo	rd with a chainfist, a power fist or a lightning claw. s.
WARGEAR OPTIONS ABILITIES	 Any mo Any Ca The Cat The Cat And The 	odel may replace hi taphractii Terminat aphractii Sergeant aphractii Sergeant y Shall Know No F	s combi-bol tor may rep may replace may take a cear (pg 10)	ter wit lace his e his pc grenad	h a lightr s power f ower swor e harness	 ist with a chainfist or a lightning claw. rd with a chainfist, a power fist or a lightning claw. s. Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing them
	game, a C	Squads: Before dep Cataphractii Termin nay be split into two	ator Squad	contain	ning 10	on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set them up anywhere on the battlefield that is more than 9" away from any enemy models.
	4+ invulr	actii Armour: Mod aerable save, but yo e rolled when deter avances.	u must halv	e the re	sult	
FACTION KEYWORDS	IMPER	IUM, ADEPTUS	ASTART	es, <c< td=""><td>CHAPT</td><td>ER></td></c<>	CHAPT	ER>
KEYWORDS	INFAN	TRY, TERMINAT	FOR, CAT	APHI	RACTII	TERMINATOR SQUAD



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

	ŗ	ТЕІ	T IMS	'AR NA	TAI TO	ROS RS	S SQU	JAD			
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Tartaros Terminator	6"	3+	3+	4	4	2	2	8	2+		
Tartaros Sergeant	6"	3+	3+	4	4	2	3	9	2+		
This unit contains 1 Tarta • The Tartaros Sergeant i • Each Tartaros Terminat	s armed wit	h a com	bi-bolter	and p	ower swo	rd.	lude up	to 5 add	litional Tartaros Terminators (Power Rating +13).		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES		
Combi-bolter	24"	Rap	oid Fire 2		4	0	1	-			
Grenade harness	12"	Ass	ault D6		4	4	1	-			
Heavy flamer	8"		wy D6		5	-1	1		weapon automatically hits its target.		
Plasma blaster		attackin	g with th	is weap	oon, choo	se one	of the pr	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.		
Reaper autocannon	36"	Hea	avy 4		7	-1	1	-			
Volkite charger	15"	Hea	avy 2		5	0	2	-			
Chainfist	Melee	Me	lee		x2	-4	2		n attacking with this weapon, you must subtract 1 the hit roll.		
Lightning claw	Melee	Me	lee		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	Me	lee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.		
Power sword	Melee	Me	lee		User	-3	1	-			
WARGEAR OPTIONS	or a r • Any T • The T • Any T • The T • The T	eaper au Fartaros Fartaros Fartaros Fartaros Fartaros	ttocanno 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 combi his power combi	nbi-bolt -bolter a wer fist v sword v -bolter v	er and p and powe vith a ch vith a ch vith a pla	ainfist or a power fist. asma blaster or a volkite charger.		
ABILITIES	 For every five models in the unit, one model may take a grenade harness. And They Shall Know No Fear (pg 10) Combat Squads: Before deployment at the start of the game, a Tartaros Terminator Squad containing 10 models may be split into two units, each containing 5 models. Tartaros Armour: Models in this unit have a 5+ 										
FACTION KEYWORDS	invulne			TILE A	STADT	ES de	TUADT	'FD>			
LATTING KLVMIIDIIC	IMPE	KIUM,	ADEP	IUSA	START	E3, <(JUAL	EK>			

Power		A	SSA	AU.	LT S	SQU	JAE)			
NAME	М	WS	BS	S	т	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 bol								5 addi	tional Space Marines (Power Rating +4). Each		
WEAPON	RANGE	TYP		enaues			ues. D	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	, with thi	is weap	on, choc	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"	Gre	nade D6		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 t is a VEHICLE .		
WARGEAR OPTIONS	 The S The S The S Up to a chai For ev The en 	pace Ma pace Ma pace Ma two Spa two Spa nsword. very five ntire un	rine Serg rine Serg rine Serg ace Marin models it may ta	geant n geant n geant n nes ma in the ke jum	nay repla nay take a nay take n y replace unit, one p packs (ce his c a comba melta b their b model Power	hainswor at shield. ombs. olt pistol may repl Rating +	d with and ch ace its l • 1 for a			
	 The entire unit may take jump packs (Power Rating +1 for a 5-strong unit, or +2 for a 10-strong one). If their Move characteristic is increased to 12" and they gain the JUMP PACK and FLY keywords. And They Shall Know No Fear (pg 10) Jump Pack Assault: During deployment, if the enuit has jump packs, you can set them up high in 										
ABILITIES		2 2 3		ol with		t chield	hasa		has jump packs, you can set them up high in		
ABILITIES	Comba invulne Comba the star	t Shield rable sa t Squad t of the may be	: A mod ve. s: Before game, an	e any m Assau	a comba nodels are lt Squad nits, each	e deploy contain	ved at ing 10	the s At th can a the b			
ABILITIES Faction keywords	Comba invulne Comba the star models 5 mode	t Shield rable sau t Squad t of the may be ls.	: A mode ve. s: Before game, an split into	e any m Assau o two u	a comba nodels are lt Squad	e deploy contain 1 contai	ved at ing 10 ining	the s At th can a the b enem	has jump packs, you can set them up high in kies instead of placing them on the battlefield. he end of any of your Movement phases this unit assault from above – set them up anywhere on battlefield that is more than 9" away from any		



- 8 rowst		IN	NCE	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	eptors and 1	Inceptor	r Sergea	nt. Each	model	is equip	ped with	n two ass	sault bolters.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Assault bolter	18"	Ass	ault 3		5	-1	1	-	
ABILITIES	Crushi on a 6, 1 Meteor battlefie	ng Char the ener ic Desc eld. At th	ny unit s ent: Dui	a D6 ea suffers a ring dep f any of	ach time mortal loyment your M	a mode wound. t, you ca ovement	in set up t phases	this un this un	finishes a charge move within 1" of an enemy unit nit in high orbit instead of placing it on the nit can use a meteoric descent – set it up anywhere
FACTION KEYWORDS	IMPE								
						10,			



SCOUT BIKE SQUAD

NAME	М	WS	BS	S	Т	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+
	ver Ratir	ng +8) .]	Each mo	del is eq	uipped	with a l			ll Scout Bikers (Power Rating +4) or up to 6 tartes shotgun, a combat knife, frag grenades and
WEAPON	RANGE	TYP	E		S	AP	D	ABILII	TIES
Astartes grenade launcher	When a	ttacking	g with thi	is weapo	on, choo	se one	of the p	rofiles be	low.
- Frag grenade	24"	Ass	ault D6		3	0	1	-	
- Krak grenade	24"	Ass	ault 1		6	-1	D3	-	
Astartes shotgun	12"	Ass	ault 2		4	0	1	If the Stren	target is within half range, add 1 to this weapon's gth.
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Twin boltgun	24"	Rap	oid Fire 2		4	0	1	-	
Combat knife	Melee	Mel	lee		User	0	1		time the bearer fights, it can make 1 additional c with this weapon.
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS									tem from the <i>Sergeant Equipment</i> list. with an Astartes grenade launcher.
ABILITIES	And Th	ey Shal	I Know N	No Fear	(pg 10)				
	may be three ur	split int nits, eac	o two un h contair	its, each ning 3 m	n contain nodels.	ning 3 r	nodels.	A Scout	f the game a Scout Bike Squad containing 6 models Bike Squad containing 9 models may be split into racteristic for that Movement phase instead of
FACTION KEYWORDS	IMPE	RIUM,	ADEPT	TUS AS	START	ES, <0	СНАРТ	'ER>	
KEYWORDS	BIKER	, SCO	UT, SC	OUT B	IKE SO	QUAD	3.2.2		

t 6 rower			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"	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	 Any Sp Up to t	ace Marine Biker 1	nay replace h Bikers may re	nis bol place	t pistol w their bolt	t pistol with an item from the Special Weapons list.
ABILITIES	Combat be split in one of wl	nto two units, each hich has 4 models p ost: When this u	y models are containing 3 including the	3 mode Attac	els. A Bik k Bike.	e start of the game a Bike Squad containing 6 models may ce Squad containing 9 models may be split into two units, fove characteristic for that Movement phase instead of
FACTION KEYWORDS	IMPER	IUM, ADEPTU	S ASTARTI	E S , <(СНАРТ	'ER>
KEYWORDS	BIKER,	BIKE SQUAD	1999 - A.S.			



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

A Sweet	ŀ	ATTAC	CK	BIK	E S	QU	AD	
NAME	М	WS BS	S	T	W	A	Ld	Sv
Attack Bike	14"	3+ 3+	4	5	4	2	7	3+
							-	or 2 additional Attack Bikes (Power Rating +6). Marines armed with bolt pistols, frag grenades and
WEAPON	RANGE	TYPE		S	AP	D	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 the st result.
Twin boltgun	24"	Rapid Fire 2	2	4	0	1	-	
Frag grenade	6"	Grenade D6	.	3	0	1	-	
Krak grenade	6"	Grenade 1		6	-1	D3	-	
WARGEAR OPTIONS	• Any m	odel may replac	ce its he	eavy bolt	ter with	a multi-	melta.	
ABILITIES		ey Shall Know		10		" to ito b	Corre also	an atomistic for the to Management where is stored of
Photo Photo Photo	rolling a		is unit a	Advance	s, add 6		love cha	aracteristic for that Movement phase instead of
FACTION KEYWORDS	IMPER	IUM, ADEP	TUS A	START	'ES, <0	CHAPT	'ER>	
KEYWORDS	BIKER	, ATTACK B	IKE SO	QUAD		Mr. St.		

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	s launch	er.
WEAPON	RANGE	TYPE			S	AP	D	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 th st result.
WARGEAR OPTIONS	• This n	nodel m	ay replac	ce its he	avy bol	er with	a multi-	melta, a	heavy flamer or an assault cannon.
ABILITIES	draw lin model a same tu passeng Explod	ne of sigl llso appl rn, canr gers canr es: If thi	ht from a y to its p not shoot not shoot s model	any poin passenge c (excep t if this is reduc	nt on th ers; for o t with F model I ced to 0	e vehicle example 'istols) if Falls Bac wounds	e. When , the pas f this mo k, even t s, roll a I	they do sengers odel is w though t	heir Shooting phase. They measure range and o so, any restrictions or modifiers that apply to this cannot shoot if this model has Fallen Back in the rithin 1" of an enemy unit, and so on. Note that the the Land Speeder Storm itself can. re removing it from the battlefield and before any t within 3" suffers a mortal wound.
TRANSPORT						-			Y models.
FACTION KEYWORDS	IMPE	RIUM.	ADEPT	TUS AS	START	'ES, <0	CHAPT	ER>	Marine and a second second

tower		Ι	AN	D S	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 t	o 2 add	litional 1	Land Sp	eeders (1	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 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	uttacking	, 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 charact	av Upw	Know I ash: Mo f 20", ins els.	dels in	this uni	t have a		wou batt	lodes: If a model in this unit is reduced to 0 unds, roll a D6 before removing it from the lefield. On a 6 it explodes, and each unit within 3" ers a mortal wound.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, <0	CHAPT	ER>	
KEYWORDS	VEHI	CLE, FI	Y, LAN	ND SPI	EEDEF	s	1.50	St.	and the second

				R	HIN	JO				DAMAGE Some of this model's o it suffers damage, as s			ange 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 mode	lequipped	with a s	form bol	ter	1.189	11	11.97.49	te da	. J.A	3-5	6"	4+	D3
WEAPON	RANGE	TYP			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.		133
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					20
WARGEAR OPTIONS			hay take : hay take :				lter.				E.T.		
ABILITIES	Smoke its smol	Launch ke laund	ers: One	ce per g til you	game, ins r next Sł	stead of	shooting	g any we	apons ii	odel regains one lost wou n the Shooting phase, thi ust subtract 1 from all hit	s model ca		
										ving it from the battlefield 6" suffers D3 mortal wou		ore any	
TRANSPORT			transpo R, PRIM						s. It car	nnot transport JUMP PA	CK,		
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	STAR	ГЕ S , <0	СНАРТ	'ER>	3		1866		1
KEYWORDS	VEHI	CIET	RANSE	ORT	RHIN	0	12.82	1.47.00	and a	in a product and the	THE APPR	121/2	_

9 Power		R	HI	NO	PR	IM.	AR	[S		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	
Rhino Primaris	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	
A Rhino Primaris is a sin	gle model ec	uipped	with a t	win pla	asma gun	and an	orbital a	array.	1	3-5	6" 3"	4+ 5+]
WEAPON	RANGE	TYP	-		S	AP	D	ABILI	TIES	1-2	5	57	
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapon	can only be fired once p	er battle.		
Orbital array	72"	Hea	vy D3		10	-4	D6	weap beare	on can t er. When	can only be fired once p target units that are not v a targeting units with 10 veapon's Type to Heavy I	visible to th or more m	ne	Access Access
Twin plasma gun	When a	ttacking	, with th	is weaj	pon, cho	ose one	of the pi	ofiles be	elow.				
- Standard	24"	Rap	id Fire 2	2	7	-3	1						
Supercharge	24"	Rap	id Fire 2	2	8	-3	2			of 1, the bearer is slain a ts have been resolved.	fter all of t	his	
WARGEAR OPTIONS	• This n	nodel m	ay take a	a hunte	er-killer 1	nissile.			1		C.L.	1	
ABILITIES		-			tart of ea lost wou		our turns			Hub: In each of your Sho f the following effects:	ooting phas	ses,	
	any wea its smol	pons in ke launc	the Sho hers; un	oting p til you	game, ins phase, thi r next Sh 1 from al	s mode ooting j	l can use phase	frien	dly <ch< td=""><td><i>ta Skull:</i> Add 1 to hit roll (APTER> unit within 12 of the phase.</td><td></td><td></td><td></td></ch<>	<i>ta Skull:</i> Add 1 to hit roll (APTER> unit within 12 of the phase.			
	ranged	weapon	s that ta	rget thi	is vehicle			withi	n 12" of	Choose a single < CHAP this model. That model		HICLE	
	D6 befc	re remo	ving it f	rom th	uced to 0 ie battlefi	eld and	before		vound.				
					ark. On a s D3 mor	-		frien	dly <ch< b=""></ch<>	btract 1 from Morale test APTER> units within 1 xt Shooting phase.			
TRANSPORT					CHAPTE ION mod		ANTRY	models	s. It cann	ot transport JUMP PAC	K, PRIMA	ARIS,	
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	ASTART	TES, <0	CHAPT	ER>	Mar .			1	
KEYWORDS	VEIII	TE T	DANCT	ODT	RHIN		ADIC				1.	TTO A	-1

			RA	AZ(ORF	BAC	CK			DAMAGE Some of this model's o it suffers damage, as s	characteri hown bel	stics char ow:	ıge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	I
Razorback	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
A Razorback is a single n	nodel equip	oed with	n a twin l	neavy b	olter.		\$ 2.5	12.4.5	2.8	3-5	6" 2"	4+	D
WEAPON	RANGE	TYP		,	S	AP	D	ABILI	TIFS	1-2	3"	5+	1
Hunter-killer missile	48"		vy 1		8	-2	D6			can only be fired once p	er battle.		Т
Lascannon	48"		vy 1		9	-3	D6	-	1	7 1			
Storm bolter	24"		id Fire 2		4	0	1	-					Т
Twin assault cannon	24"	-	vy 12		6	-1	1	-					1
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					T
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-					
Twin heavy flamer	8"	Ass	ault 2D6		5	-1	1	This	weapon	automatically hits its tar	get.		Т
Twin plasma gun	When a	ttacking	g with th	is weap	on, cho	ose one	of the p	rofiles be	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 at ts have been resolved.	fter all of t	his	
WARGEAR OPTIONS	lascan • This n	non an nodel m	d twin pl	lasma g a hunte	gun. r-killer r		with a t	win lasc	annon, ⁻	twin assault cannon, twin	n heavy fla	amer or a	
ABILITIES	D6 befo any eml	ore remo oarked 1	oving it f nodels d	rom the	iced to 0 e battlefi ark. On a D3 mor	eld and 16 it exp	before blodes,	any v its sn oppo	veapons noke lau nent mi	the shooting phase, in in the Shooting phase, t inchers; until your next S ust subtract 1 from all his t target this vehicle.	his model Shooting p	can use hase your	
TRANSPORT			transpo CENTU			R> INF	ANTRY	-		not transport JUMP PAC	K, TERM	INATOR	,
FACTION KEYWORDS	IMPE	RIUM,	ADEP	ΓUS A	START	'ES, <0	СНАРТ	'ER>	19:27		15.14		
					-							COLUMN TO A COLUMN	-1

5 10000			D	RC)P]	POI)		
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.	1			5 F-3	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Deathwind launcher	12"	Ass	ault D6		5	0	1	-	
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-	
WARGEAR OPTIONS	• This	model n	ay replac	e its st	orm bol	ter with	a death	wind lau	uncher.
ABILITIES	orbit in a drop Any m enemy Immol	istead of pod assa odels en models.	placing i nult – set abarked i Any moo er this mo	t on th it up an nside n dels tha	e battlef nywhere nust imi at canno	ield. At on the l nediatel t be set	the end pattlefie y disem up becau	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 as more than 9" away from any enemy models. at they must be set up more than 9" away from any re is not enough room are slain. it cannot move for any reason, and no units can
TRANSPORT			transpor R, PRIM						els. It cannot transport JUMP PACK,
					-				
FACTION KEYWORDS	IMPE	RIUM,	ADEPT	TUS A	START	'ES, <c< td=""><td>CHAPT</td><td>'ER></td><td></td></c<>	CHAPT	'ER>	

NAMEMWSBSSTWALdSVREMAINING WNBSStormhawk Interceptor*6+*6710*83+ 6^{-10+} 20^{-60° $3+$ A Stormhawk Interceptor is a single model equipped with two assault cannon. $and an Icarus stormcannon.$ $and Intervent and an Icarus stormcannon.$ $and Intervent and an Icarus stormcannonand an Intervent and an Icarus stormcannon.and Intervent and an Icarus stormcannonand Intervent and an Icarus and Icarus and$	elf 9			ST IN		MH RCE					DAMAGE Some of this model's it suffers damage, as	s characteris s shown belo	tics cha	nge
Assuming inferceptor as off off<	NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
A Stormhawk Interceptor is a single model equipped with two assult cannons, two heavy bolters 1-2 20-25" 5+ WEAPIN RANGE TYPE S AP 0 ABUITIES Assault cannon 24" Heavy 6 6 -1 1 - Heavy bolter 36" Heavy 3 5 -1 1 - Icarus stormcannon 48" Heavy 2 9 -3 D6 - Las-talon 24" Heavy 3 7 -1 D3 Add 1 to all hit rolls made for this weapon against all other targets. Skyhammer missile launcher 60" Heavy 3 7 -1 D3 Add 1 to all hit rolls made for this weapon against all other targets. Typhoon missile launcher 60" Heavy 2 8 -2 D6 - - Krak missile 48" Heavy 2 8 -2 D6 - - This model may replace its learus stormcannom with a skyhammer missile launcher or a typhoon missile launcher. - - - This model may replace its learus stormcannom with a skyhammer missile launcher or a typhoon missile launcher. - - - Krak missile	Stormhawk Interceptor	*	6+	*	6	7	10	*	8	3+			3+	
Assault cannon24"Heavy 66-11-Heavy bolter36"Heavy 35-11-Icarus stormcannon48"Heavy 37-12Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.Las-talon24"Heavy 29-3D6-Skyhammer missile launcher60"Heavy 37-1D3Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.Typhoon missile launcherWhen attacking with this weapon, choose one of the profiles below Frag missile48"Heavy 28-2D6- Krak missile48"Heavy 28-2D6WARDEAR DPTIONS• This model may replace its two heavy bolterswith a skyhammer missile launcher or a typhoon missile launcher.• This model may replace its Icarus stormcannon with a las-talon.ABILITIESAirborne: This model is reduced to 0 wounds, roll a D6 before removing the model from the battefield; on a 6 it crashes and explodes, and explodes, and explodes, and explodes, and explodes, and each unit within 6" suffers D3 mortal wounds.Infernum Halo-launcher: You can re-roll save roll a dice.I for this model.IMPERIUM, ADEPTUS ASTARTES, <chapter.< td="">KEYWORDSIMPERIUM, ADEPTUS ASTARTES, <chapter.< td=""></chapter.<></chapter.<>	-	•	nodel ec	luipped	with two	o assaul [.]	t canno	ns, two he	avy bo	lters				I
Heavy bolter36"Heavy 35-11-Icarus stormcannon48"Heavy 37-12Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.Las-talon24"Heavy 29-3D6-Skyhammer missile launcher60"Heavy 37-1D3Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.Typhoon missile launcherWhen attacking with this weapon, choose one of the profiles below Frag missile48"Heavy 28-2D6- Krak missile48"Heavy 28-2D6- Krak missile1ABILITIES• This model may replace its two heavy bolters with a skyhammer missile launcher or a typhoon missile launcher. • This model cannot charge, can only attack for on be attacked in the Fight phase by units that can FLY.Sopersonic: Each time this model moves, first pivot it on the spot up to 90" (his does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model in test shooting phase - do not roll a dice.Hard to Hit: Your opponent must subtract 1 from hit his model in the shooting phase that can FLY.ABILITIESInfernum Halo-launcher: You can re-roll save roll a dice.Hard to Hit: Your opponent must subtract 1 from hit model.Infernum Halo-launcher: You can re-roll save rolls of this m	WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES				
Larus stormcannon48"Heavy 37-12Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.Las-talon24"Heavy 29-3D6-Skyhammer missile launcher60"Heavy 37-1D3Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.Typhoon missile launcherWhen attacking with this weapon, choose one of the profiles below Krak missile48"Heavy 28-2D648"Heavy 28-2D6-WAREGAR DPTIONS-1 his model may replace its two heavy bolters with a skyhammer missile launcher or a typhoon missile launcher. This model may replace its two heavy bolters with a skyhammer missile launcher or a typhoon missile launcher.ABUITIESAirborne: This model cannot charge, can only attack or be attacked in the Fight phase by units that can FLY, and can only attack or be attacked in the Fight phase by units with a skyhammer missile launcher or a typhoon model straight forwards. Note that it cannot pivot again affer the initial pivot. When this model moves, first pivot it on the spot up 09° (this does not contribute to how for arateristic by 20" until the end of the phase – do not roll a Do before removing the model from the thit of suffers D3 mortal wounds. FI for this model.Infernum Halo-launcher: You can sets and explodes, and ele trom ti for this model.Infernum Halo-launcher: You can re-roll sets.Hard to Hit: Your opponent must subtract 1 from hit	Assault cannon	24"	Hea	ivy 6		6	-1	1	-					8
Lars storm annon48°Heavy 37-12targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.Las-talon24°Heavy 29-3D6-Skyhammer missile launcher60°Heavy 37-1D3Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.Typhoon missile launcherWhen attacking with this weapon, choose or of the profiles below Frag missile48°Heavy 28-2D6- Krak missile48°Heavy 28-2D6- This model may replace its two heavy bolters with a skyhammer missile launcher or a typhoon missile launcher. - This model may replace its lacrus storm cannon with a las-talon.ABILITIESAirborne: This model cannot charge, can only attack or be attacked in the Fight phase by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again affer the initial pivot. When this model advances, increase its Move characteristic by 20° until the end of the phase – do not roll a dice.Inferenum Halo-launcher: You can re-roll serveHard to Hit: Your opponent must subtract 1 from thit rolls for this model in the Shoting phase.Inferenum Halo-launcher: You can re-roll serveInterceptor: You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that can	Heavy bolter	36"	Hea	ivy 3		5	-1	1	-					
Skyhammer missile launcher60°Heavy 37-1D3Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.Typhoon missile launcherWhen attacking with this weapon.choose one of the profiles below Frag missile48°Heavy 2D6401- Krak missile48°Heavy 28-2D6-WARGEAR DPTIONS• This model may replace its two heavy bolters with a sk-hammer missile launcher or a typhoon missile launcher. • This model cannot charge, can only be charged by units that can FLY. and can only attack or be attacked in the Fight phase by units that can FLY.Supersonic: Each time this model moves, first pivot it forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move 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.Supersonic: Each time this model in the phase – do not roll a dice.Infernum Halo-launcher: You can re-roll seve rolls of 1 for this model.Interceptor: You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that can FLY.KETIUN KEYWORDSIMPERIUM, ADEPTUS ASTARTES, <	Icarus stormcannon	48"	Hea	wy 3		7	-1	2	target	ts that ca	an FLY. Subtract 1 from	m the hit roll		and the second se
Skynammer missile launcher 60" Heavy 3 7 -1 D3 targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. Typhoon missile launcher When attacking with this weapon, choose one of the profiles below. - Frag missile 48" Heavy 2D6 4 0 1 - - Krak missile 48" Heavy 2 8 -2 D6 - WARGEAR OPTIONS • This model may replace its two heavy bolters with a skyhammer missile launcher or a typhoon missile launcher. • This model cannot charge, can only attack or be attacked in the Fight phase by units that can FLY. and can only attack or be attacked in the Fight phase by units that can FLY. Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move 	Las-talon	24"	Hea	wy 2		9	-3	D6	-	1	C .	0		
- Frag missile 48" Heavy 2D6 4 0 1 - - Krak missile 48" Heavy 2 8 -2 D6 - WARGEAR DPTIONS • This model may replace its two heavy bolters with a skyhammer missile launcher or a typhoon missile launcher. • 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. 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. Supersonic: Each time this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice. Infernum Halo-launcher: You can re-roll save rolls or 1 for this model. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Interceptor: You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that can FLY. AGETION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <chapten< td=""></chapten<>	Skyhammer missile launcher	60"	Hea	wy 3		7	-1	D3	target	ts that ca	an FLY. Subtract 1 from	m the hit roll		
Krak missile 48" Heavy 2 8 -2 D6 - WARGEAR OPTIONS • This model may replace its two heavy bolters with a skyhammer missile launcher or a typhoon missile launcher. • This model may replace its Icarus stormcannon with a las-talon. • Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight 	Typhoon missile launcher	• • •												
WARGEAR OPTIONS • This model may replace its two heavy bolters with a skyhammer missile launcher or a typhoon missile launcher. • This model may replace its Icarus stormcannon with a las-talon. Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20° until the end of the phase – do not roll a dice. Wardee the fight phase by units that can FLY. Hard to Hit: Your opponent must subtract 1 from hit rolls for this model in the Shooting phase. Infernum Halo-launcher: You can re-roll save rolls of 1 for this model. Interceptor: You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that can FLY. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>	- Frag missile	48" Heavy 2D6 4 0 1 -												
 This model may replace its Icarus stormcannon with a las-talon. ABILITIES Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY. 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. Infernum Halo-launcher: You can re-roll save rolls of 1 for this model. Interceptor: You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that can FLY. FACTION KEYWORDS 	- Krak missile								-					-0
 charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can 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. Infernum Halo-launcher: You can re-roll save rolls of 1 for this model. Interceptor: You can add 1 to hit rolls for this model in the Shooting phase that can FLY. FACTION KEYWORDS 	WARGEAR OPTIONS										ile launcher or a typho	on missile la	uncher.	
Infernum Halo-launcher: You can re-roll save rolls of 1 for this model. hit rolls for attacks that target this model in the Shooting phase. Interceptor: You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that can FLY. IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>	ABILITIES	Airbor charged be attac Crash a wounds battlefie	ne: This l by unit ked in t and Bur s, roll a l eld; on a	model c s that ca he Fight n: If this D6 befor 6 it cras	cannot c in FLY , i phase b s model re remov shes and	harge, c and can by units is reduc ving the explode	an only only at that car red to 0 model t	be tack or f FLY .	Super on the far the forwa pivot. chara roll a	rsonic: I e spot uj e model urds. Not . When t cteristic dice.	p to 90° (this does not moves), and then mov te that it cannot pivot a this model Advances, i by 20" until the end of	contribute to we the model again after th ncrease its N f the phase –	o how straight e initial love do not	
FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>					er: You	can re-1	roll save	e rolls of	hit ro Shoot Intere when	lls for at ting pha ceptor: ` targetin	tacks that target this m se. You can add 1 to hit ro	nodel in the Ils for this m	odel	Contraction of the second s
		IMDEI	DIIM		THE A	STADT	'FS -0	HADTI		LY.				-
														-



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

elf 9	S7	TOF	RMT	[A]	LON	G	UNS	SH	IP	DAMAGE Some of this model's it suffers damage, as	characteris shown belo	tics cha	nge 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	single mod	lel equi	pped wit	h a twi	in assault o	cannor	n and two	heavy	bolters.	3-5	20-35"	4+	D
WEAPON	RANGE	TYP			S	AP	D	ABILI		1-2	20"	5+	1
Heavy bolter	36"		- ivy 3		5	-1	1	-					12
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
Skyhammer missile launcher	60"	Hea	wy 3		7	-1	D3	targe	ts that ca	it 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	g with th	is weap	oon, choos	se one	of the pro	files b	elow.				
- Frag missile	48"	Hea	vy 2D6		4	0	1	-					13
- Krak missile	48"	Hea	vy 2		8	-2	D6	-					
WARGEAR OPTIONS		nodel m e launcł		ce its t	wo heavy l	bolters	with two	lascan	nons, a s	skyhammer missile laur	ncher or a ty	phoon	
ABILITIES	charged	by unit	s that ca	n FLY	charge, ca , and can c by units tl	only at	tack or	when		: You can add 1 to hit ro g an enemy in the Shoo			
	it on the how far straight the initi	e spot up the mo forward al pivot e charac	p to 90° del mov ds. Note . When tteristic	(this de es), and that it this mo	odel move oes not co d then mo cannot piv odel Advar until the e	ntribut ve the vot aga nces, ir	te to model in after ncrease	Move Move phase Super	ement ph charact e, and it l	fore this model moves hase, you can declare it eristic 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 subtra this mode			wour battle	ds, roll a field; on	urn: If this model is red a D6 before removing th a 6 it crashes and explo ers D3 mortal wounds.	ne model fro		
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STARTI	ES, <0	CHAPTE	ER>					19
KEYWORDS	VEILIC		N OTO		ALON G	TINC	IIID	1.11.11		STREET STREET STREETS		8.00	100



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

tower		DE	VAS	STA	ΓΟΙ	R S	QU	AD		
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	ТҮРЕ	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
WARGEAR OPTIONS						ith items from the <i>Sergeant Equipment</i> list. with an item from the <i>Heavy Weapons</i> list.
ABILITIES	Combat the start 10 mode 5 models Signum:	y Shall Know No F Squads: Before any of the game, a Deva ls may be split into Before this unit sho choose one model f	y models are astator Squa two units, e oots in the S	e deplo Id cont Pach co Shootin	aining ntaining ng phase,	Armorium Cherub: Once per game, after a model in this unit has fired, an Armorium Cherub can reload that model's weapons. When it does so, remove the Armorium Cherub and that model can immediately shoot again. The removal of an Armorium Cherub (for any reason) is ignored for the purposes of morale.
FACTION KEYWORDS	your cho	ergeant; you can ac sen model's weapor IUM, ADEPTUS	ns this phase	e.	1 93	ER>
KEYWORDS		ΓRY, DEVASTAT				



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

	CE	NT	URI	ION SQ	D UA	EVA D	AST	AT(DR
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 Centuri armed with two heavy bolter				rions. It c	an inc	clude up	to 3 add	litional	Centurions (Power Rating +17). Each model is
WEAPON	RANGE	TYP			S	AP	D	ABILI	ries
Centurion missile launcher	36"	Ass	ult D3		8	-2	D3	-	
Grav-cannon and grav-amp	24"	Hea	vy 4		5	-3	1		target has a Save characteristic of 3+ or better, thi on has a Damage characteristic of D3.
Heavy bolter	36"	Hea	vy 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. lascannons, or a grav-cannon and grav-amp.
ABILITIES	Comba the star	t Squad t of the ing 6 m	s: Before game, a (odels ma	No Fear (any moo Centurion y be split	dels ar 1 Dev	e deploy astator S	quad	suffe: Heav Omr	mator Protocols: Models in this unit do not r the penalty to hit rolls for moving and firing y weapons. hiscope: Enemy units do not receive the benefit to saving throws for being in cover against attacks
FAGTION KEYWORDS	IMPE	RIUM,	ADEPT	TUS AS			-	made ER>	EOR SQUAD

OWN		HEI	LB	LA	STI	ERS	SQU	JAD	
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+
This unit contains 1 Hellt krak grenades.	laster Serge	ant and	4 Hellbl	asters.	Each mo	odel is ai	rmed wi	th a plas	sma incinerator, a bolt pistol, frag grenades and
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Plasma incinerator	When a	ttacking	g with th	is weap	on, cho	ose one	of the p	rofiles be	elow.
- Standard	30"	Rap	oid Fire 1		7	-4	1	-	
		Der	oid Fire 1		8	-4	2		hit roll of 1, the bearer is slain after all of this on's shots have been resolved.
- Supercharge	30"	Кар	na i ne i						
- Supercharge Frag grenade	30" 6"	-	nade D6		3	0	1	-	
1 0		Gre			3 6	0 -1	1 D3	-	
Frag grenade	6" 6"	Gre	nade D6		6	-1	-		
Frag grenade Krak grenade	6" 6" And Th	Gre Gre ney Shal	nade D6 nade 1	No Fea	6 r (pg 10)	-1	D3	-	

	TI	HU	ND]	ERI	FIR	E C	AN	NC	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	thunderf	ire cann	non prof	ile belo		er and a	a flamer.
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Flamer	8"	Ass	ault D6		4	0	1	This	weapon automatically hits its target.
Plasma cutter	When a	ttacking	g with th	is weap	on, choo	ose one	of the pr	ofiles b	elow.
- Standard	12"	Ass	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	wy 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	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.
ABILITIES	Artiller ranged v Gunner cannot o this way	y: A Th weapon is withi operate in a sir marine , it imm	if a frier n 3". A s multiple ngle turn Gunners	e Canno Idly <ci< b=""> ingle Te Thundo . If, at an s within</ci<>	on can o HAPTE chmarin erfire Ca ny point 6" of a "	nly fire R > Tech ne Gunn nnons i , there a Fhunde	imarine ner n ire rfire	Tech with poin Gun Bless Mov singl	 marine 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 ement phase a Techmarine Gunner can repair a le <chapter> VEHICLE within 1". That model ins D3 lost wounds.</chapter>
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS AS	START	'ES, <0	CHAPT	ER>	
KEYWORDS (Thunderfire Cannon)	VEHIC	CLE, A	RTILLI	ERY, T	HUND	ERFII	RE CAN	INON	
KEYWORDS (TECHMARINE GUNNER)	CHAR	ACTE	R, INFA	ANTRY	, TEC	HMAF	RINE		



1 Power			P	RE	DA	ΓΟΙ	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	d with	Predato	r autoc	annon	1. L. M		501.38		3-5	6"	4+	Dâ
-				i autoc		40	•			1-2	3"	5+	1
WEAPON		TYP			<u> </u>	<u>AP</u>		ABILI	IES				-2
Heavy bolter Hunter-killer missile	36"		ivy 3		5	-1	1	- 171. t					- 8
	48"		ivy 1		8	-2	D6		weapon	can only be fired once p	er battle.		- 8
Lascannon	48"		wy 1		9	-3	D6	-					-8
Predator autocannon	48"		vy 2D3		7	-1	3	-					- 12
Storm bolter	24"	-	oid Fire 2		4	0	1	-					- 12
Twin lascannon	48"		ivy 2		9	-3	D6	-					_ 8
WARGEAR OPTIONS	• This r • This r • This r	nodel m nodel m nodel m	ay repla ay take t ay take a ay take a	wo hea hunte storm	vy bolte r-killer r bolter.	rs or tw nissile.	o lascani	nons.					
ABILITIES	its smo	ke laund		til your	next Sh					n the Shooting phase, thi 1st subtract 1 from all hi			
	-		is model ach unit						e remov	ring the model from the	battlefield	; on a 6 i	t
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, <0	CHAPT	'ER>					

Cower			W	HII	RLV	VIN	1D			DAMAGE Some of this model's it suffers damage, as	characteri shown belo	stics cha ow:	ange a
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	odel equip	ped wit	h a Whii	lwind	vengean	ce launc	her.	1998	13.3%	3-5	6" 3"	4+ 5+	D3
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-2	3	5+	1
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapon	can only be fired once p	er battle.		
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
Whirlwind castellan launcher	72"	Hea	wy 2D6		6	0	1	This firing	weapon g model.	can target units that are	not visible	e to the	
Whirlwind vengeance launcher	72"Heavy 2D6601This weapon can target units that are no firing model.72"Heavy 2D37-12This weapon can target units that are no firing model.										not visible	e to the	2
WARGEAR OPTIONS	• This n	nodel m	ay repla ay take a ay take a	a hunte	r-killer 1		ance lau	incher w	ith a Wl	hirlwind castellan launch	ner.		
ABILITIES		ke laund	hers; un	til your	next Sh					n the Shooting phase, th ast subtract 1 from all hi			
			is model ach unit						e remov	ving the model from the	battlefield	; on a 6 it	t
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	ГUS А	START	TES, <0	СНАРТ	TER>			14.52		
KEYWORDS	VEHIC	CLE. W	HIRI	VIND	11111		1	19. 1. 1. 1.	-	PR PRIME LORDER	Ser and	795.	

			VI	ND	IC A	ATC	DR			DAMAGE Some of this model's o it suffers damage, as s	characteri shown bel	stics cha ow:	nge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
Vindicator	*	6+	*	6	8	11	*	8	3+	6-11+	10"	3+	
A Vindicator is a single n	nodel equip	oed with	n a demo	lisher c	annon.	fl of				3-5	5"	4+	Γ
WEAPON	RANGE	ТҮР			S	AP	D	ABILI	TIES	1-2	3"	5+	_
Demolisher cannon	24"	Hea	ivy D3		10	-3	D6			ing units with 5 or more Type to Heavy D6.	models, c	hange	
Hunter-killer missile	48"	Hea	wy 1		8	-2	D6	This	weapon	can only be fired once p	er battle.		
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-					
WARGEAR OPTIONS			ay take a ay take a			nissile.							
ABILITIES	its smol weapon	ke laund s that ta	hers; un arget this	til your vehicle	next Sh e.	ooting p	ohase yo	ur oppo	nent mu	n the Shooting phase, thi 1st subtract 1 from all hit	t rolls for r	anged	
			ach unit						e remov	ving the model from the	Dattierield	; on a 6 f	L
FACTION KEYWORDS	IMPE	RIUM,	ADEP	ΓUS A	START	'ES, <0	CHAPT	'ER>	62.24				
KEYWORDS	VFHI	TEV	INDIC	ATOR	1 4 7 16	K Can	6 P	Sec. A	1.1.1	Service Contractor	10.3.4	1497	

6 Courts				н	JNI	'ER				DAMAGE Some of this model's it suffers damage, as s			ange
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	l
Hunter	*	6+	*	6	8	11	*	8	3+	6-11+	10"	3+	3
A Hunter is a single model	equipped	with a s	skyspear	missil	e launche	or.				3-5	5"	4+	D
C				11110011			n			1-2	3"	5+	-
WEAPON Hunter-killer missile	RANGE 48"	TYP	r vy 1		<u> </u>	AP -2	D 6			can only be fired once p	1 (1)		-
Skyspear missile launcher	60"	Hea	wy 1		9	-3	D6	targe	1 to all l ts that c veapon.	hit rolls made for this we can FLY . You can re-roll	eapon agai failed hit r	nst olls for	
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					_
WARGEAR OPTIONS	This nThis n				er-killer 1 1 bolter.	nissile.							
ABILITIES	its smok weapon	te launc s that ta	hers; ur arget thi	ntil you s vehicl	r next Sh e.	ooting p	ohase yo	ur oppo	nent mi	n the Shooting phase, thi ust subtract 1 from all hit	t rolls for r	anged	
					iced to 0 6" suffe				e remov	ving the model from the	battlefield	; on a 6 it	t
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, <0	СНАРТ	'ER>			1200		
KEYWORDS	VEHIC			D	11.11.11	10.000	1 Parts	1.54.8		Sale Alexandre St. I. Contain			

				STA	ALK	ER				DAMAGE Some of this model's it suffers damage, as s			ange
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	l
Stalker	*	6+	*	6	8	11	*	8	3+	6-11+	10"	3+	-
A Stalker is a single mode	el equipped	with tw	o Icarus	storme	annone	Self-			N 1. L2	3-5	5"	4+	Γ
U				storine		A 17	п		rir 0	1-2	3"	5+	
WEAPON Hunter-killer missile	RANGE 48"	TYP	t avy 1		<u> </u>	AP -2	D 6			a can only be fired once p	1 41		-
Icarus stormcannon	48"		avy 3	2	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"		oid Fire 2		4	0	1	-					_
WARGEAR OPTIONS			nay take nay take		r-killer r bolter.	nissile.		11	1-1	AN BRALLA		4.0%	
ABILITIES	its smo weapor Explod	ke laund as that ta l es: If th	chers; ur arget thi is mode	ntil your s vehicle l is redu	next Sh e. aced to 0	ooting p wounds	phase yo s, roll a l	ur oppo D6 befor	nent mi	n the Shooting phase, thi ust subtract 1 from all hi ving the model from the	t rolls for 1	anged	t
CARLES FRANK AS					6" suffe				2411	All in the second		13.24	
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, <c< td=""><td>СНАРТ</td><td>'ER></td><td>1</td><td></td><td>977-92</td><td>5 - F3</td><td></td></c<>	СНАРТ	'ER>	1		977-92	5 - F3	



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

	SI	ſOŀ	RMI	RAV	EN	G	UNS	SH]	[P	DAMAGE Some of this model's it suffers damage, as		
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	single mo launchers	del equi 3.	ipped wi	th a twin	n assault	t canno	n, a twin l	neavy ł	oolter	4-7 1-3	20-30" 20"	4+ 5+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
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"	Hea	wy 12		6	-1	1	-				
Twin heavy bolter	36"	Hea	ivy 6		5	-1	1	-				
Twin heavy plasma cannon	When a	ittacking	g with th	is weapo	on, choc	ose one	of the pro	files be	elow.			
- Standard	36"	Hea	wy 2D3		7	-3	1	-				
- Supercharge	36"	Hea	wy 2D3		8	-3	2			roll of 1, the bearer suff is weapon's shots have b		
Twin lascannon	48"	Hea	ivy 2		9	-3	D6	-				
Twin multi-melta	24"	Hea	wy 2		8	-4	D6	two c		is within half range of th en inflicting damage wit		
Typhoon missile launcher - Frag missile - Krak missile	When a 48" 48"	Hea	g with th wy 2D6 wy 2	is weapo	on, choo 4 8	ose one 0 -2	of the pro 1 D6	files be -	elow.			
WARGEAR OPTIONS	This rThis r	nodel m nodel m	ay repla ay take	ce its twi two hurr	in heavy icane b	y bolter olters.	with a tw	in mul	ti-melta	n or a twin heavy plasm 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	ts that ca he Fight ch time p to 90°	this moc (this doe es), and t	and can y units t lel moves not co	only att that can es, first ontribut	tack or a FLY . pivot te to	Move Move phase Super	ement p charac e, and it	efore this model moves hase, you can declare it teristic becomes 20" unt loses the Airborne, Har bilities until the beginni hase.	will hover. It til the end of d to Hit and	the
	straight the initi its Mov – do no	forward ial pivot e charac t roll a c	ds. Note . When cteristic dice.	that it ca this mod by 20" ur	annot pi lel Adva ntil the o	ivot aga ances, ir end of t	in after acrease he phase	roll a and b crash	D6 befo before and es and e	explodes, and each unit	from the ba sembark. On	ttlefield a 6 it
	 its Move characteristic by 20" until the end of the phase do not roll a dice. 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. Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. 											
	Shooting phase. suffer the penalty to hit rolls for moving and firing											
TRANSPORT	JUMP	PACK of	r TERM	INATOF	R mode	l takes t	the space	of two	other ir	nfantry models and each		
TRANSPORT FACTION KEYWORDS	JUMP 1 takes th	PACK of the space	r TERM of 3 oth	INATOR er infant	R mode ry mod	l takes t els. It ca	the space	of two sport	other ir			

1-4 3" 5+ WEAPON RANGE TYPE S AP D ABILITIES Hunter-killer missile 48" Heavy 1 8 -2 D6 This weapon can only be fired once per battle. Multi-melta 24" Heavy 1 8 -4 D6 If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. Storm bolter 24" Rapid Fire 2 4 0 1 -													
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Land Raider	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	6
A Land Raider is a single	e model equi	pped w	ith a twi	n heavy	bolter a	nd two	twin las	cannons	98.L				D
U				,						1-4	3"	5+	1
Hunter-killer missile					8		 D6			can only be fired once p	er battle.		-10
Multi-melta	24"	Hea	wy 1		8	-4	D6	two c	lice whe	en inflicting damage witl			
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					8
Twin heavy bolter	36"	Hea	ivy 6		5	-1	1	-					
Twin lascannon	48"	Hea	ivy 2		9	-3	D6	-					_
WARGEAR OPTIONS	• This n	nodel m	ay take ay take ay take	a storm		nissile.							
ABILITIES	Explod D6 befo any emb and eac Power o	ore remo oarked i h unit v	oving it f nodels c vithin 6"	from the lisemba suffers	e battlefi ırk. On a D6 mor	eld and a 6 it exp tal wour	before blodes, nds.	any v its sn oppo	veapons noke lau nent mu	chers: Once per game, i in the Shooting phase, t unchers; until your next S ust subtract 1 from all hi t target this vehicle.	his model Shooting p	can use hase your	
	suffer th Heavy v	ne pena	ty to hit										
TRANSPORT		e space	of two c	ther m						JUMP PACK or TERM			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, <0	CHAPT	ER>	12.5	1.1.	5 2 . 5	sugar 1	
KEYWORDS	VEHIC	CLE, T	RANSE	PORT.	LAND	RAID	ER		23.64		a di seria	191	



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

	LA	ND	RA		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	
Land Raider Crusader	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	
A Land Raider Crusader is hurricane bolters.	a single m	odel equ	iipped w	vith a t	win assau	ult cann	on and t	wo		5-8 1-4	5" 3"	4+ 5+	Ι
WEAPON	RANGE	TYPE			S	AP	D	ABILI	ries				
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"	Hea	vy 1		8	-4	D6	two o		s within half range of thi en inflicting damage with			
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
Twin assault cannon	24"	Hea	vy 12		6	-1	1	-					
WARGEAR OPTIONS													
ABILITIES	any wea its smol your op	pons in ke launcl ponent	the Sho hers; un must sul	oting p til you otract	game, ins bhase, thi r next Sh l from al is vehicle	is model ooting p l hit roll	l can use bhase	suffer Heav Explo	the per y weapo odes: If	this model is reduced to	ng and fir 0 wounds	ing , roll a	
	model f	inishes a	a charge	move	a D6 eac within 1' D3 morta	of an e	nemy	any e	mbarke	noving it from the battle d models disembark. On t within 6" suffers D6 mc	a 6 it exp	lodes,	
TRANSPORT		e space	of two o	ther m	odels an					JUMP PACK or TERMI space of three other mod			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, <c< td=""><td>CHAPT</td><td>ER></td><td></td><td></td><td></td><td></td><td>1</td></c<>	CHAPT	ER>					1
KEYWORDS	VEHI	TET	DANISE	ODT	LAND	DAID		NDR	IDED	CRUSADER		1.1.1.1	



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	DER	RE	DE	EM	ER	DAMAGE Some of this model's it suffers damage, as s			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	twin assa	ult canı	non and t	wo	1	5-8 1-4	5" 3"	4+ 5+	De 1
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				13
Flamestorm cannon	8"	Hea	vy D6		6	-2	2	This	weapon	automatically hits its tar	rget.		
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapon	can only be fired once p	er battle.		
Multi-melta	24"	Hea	vy 1		8	-4	D6	two c		is within half range of th en inflicting damage witl			
Storm bolter	24" Rapid Fire 2 4 0 1 -											2	
Twin assault cannon	24"	Hea	vy 12		6	-1	1	-					
WARGEAR OPTIONS	•												
ABILITIES	any wea its smol your op ranged	apons in ke launc ponent weapons	the Sho hers; un must sul s that tar	oting p til your otract 1 get thi		s model ooting <u>p</u> l hit roll	s for	suffer Heav Explo D6 be	the per y weapo odes: If efore rer	Machine Spirit: This m nalty to hit rolls for movi ons. this model is reduced to moving it from the battle d models disembark. Or	ing and fir 0 wounds, efield and t	ing , roll a pefore	
	model f	finishes	a charge	move	within 1" D3 morta	of an e	nemy			t within 6" suffers D6 me	-		
TRANSPORT	takes th	e space		ther m	odels and					JUMP PACK or TERM			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, <0	CHAPT	ER>			142.34	ll sea	
KEYWORDS	VFHI	CLE T	RANSP	ORT	LAND	RAID	FRIA	NDR	IDER	REDEEMER	129.200	11. 61	



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

	LA	ND	LAND RAIDER EXCELSIOR DAMAGE Some of this model's character is suffers damage, as shown													
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+	6			
This unit contains one Land cannon and grav-amp.	Raider E	xcelsior.	It is equ	ipped v	with two	twin la	scannons	and a g	grav-	5-8 1-4	5" 3"	4+ 5+	De 1			
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES							
Combi-plasma	When a hit rolls				on, choo	ose one	or both c	of the pi	rofiles be	elow. If you choose both	, subtract	1 from all				
- Boltgun	24"	Rapi	d Fire 1		4	0	1	-								
- Plasma gun	24"	Rapi	d Fire 1		7	-3	1	firing of the firing	g. If they e weapor g supercl	can be supercharged by 7 do so, increase the Stre n by 1 this turn. On any harge, the bearer is slain ts have been resolved.	ngth and I hit rolls o	Damage f 1 when	などの			
Grav-cannon and grav-amp	24"	Hear	vy 4		5	-3	1				as a Save characteristic of 3+ or better, this Damage characteristic of D3.					
Hunter-killer missile	48"	Hear	vy 1		8	-2	D6		odel can per batt	only fire each of its hun tle.	ter-killer 1	nissiles				
Storm bolter	24"	Rapi	d Fire 2	2	4	0	1	-								
Twin lascannon	48"	Hear			9	-3	D6	-								
WARGEAR OPTIONS	This nThis n	nodel ma nodel ma	ay take a ay take a	a storm a multi-												
ABILITIES	Aquila invulne			is mode	el has a 5	+				le: You can re-roll hit ro IAPTER> units within 6						
	friendly	<chai< td=""><td>PTER></td><td>Rhinos</td><td>el is with Primaris</td><td></td><td></td><td>suffer</td><td>the per</td><td>Machine Spirit: This malty to hit rolls for movens.</td><td></td><td></td><td></td></chai<>	PTER>	Rhinos	el is with Primaris			suffer	the per	Machine Spirit: This malty to hit rolls for movens.						
	rolls for shooting attacks.Heavy weapons.Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.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.												A Charles and			
TRANSPORT	This model can transport 10 <chapter> INFANTRY</chapter> models. Each JUMP PACK or TERMINATOR model takes the space of two other models and each CENTURION takes the space of three other models. It cannot transport PRIMARIS models.															
FACTION KEYWORDS					START	ES, <0	HAPT	ER>	184	States States	V. Bal					
KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <chapter> CHARACTER, VEHICLE, LAND RAIDER, TRANSPORT, LAND RAIDER EXCELSIOR</chapter>											- 37				





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.





	F	ROBOUTE GUILLIMAN												
NAME	М	WS	BS	S	Т	W	A	Ld	Sv					
Roboute Guilliman	8"	2+	2+	6	6	9	6	10	2+					
Roboute Guilliman is a sing your army.	le model	armed v	vith the	Emper	cor's Swoi	d and tl	ne Hand	l of Don	ninion. Only one of this model may be included in					
WEAPON	RANGE	TYPI			S	AP	D	ABILI	TIES					
Hand of Dominion (shooting)	24"	Rap	id Fire 3	5	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 reduce previous Author Guillinn Master Guillinn XIII Pr	ted to 0 vis position of the Chan is you of Battl nan, and timarch:	wounds, on and r Codex: I ur Warld e: You c re-roll F You can	roll a nore th f your ord. an add nit rolls	D6. On a han 1" fro army is E 1 to Adv s of 1 and	4+ set f m any en sattle-for ance an failed M	him up a nemies, ged, yo d chargo forale to	again at t with Dé 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 6 wounds remaining. e an additional 3 Command Points if Roboute or friendly IMPERIUM units within 12" of Robout hese units. for friendly ULTRAMARINES units within 6" of					
		o (_uillir	nan.											
FACTION KEYWORDS	Robout			TUS	ASTART	ES. UI	TRAN	IARIN	FS					



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	R	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Marneus Calgar	5"	2+	2+	4	4	7	5	9	2+
Marneus Calgar is a single your army.	e model arn	ned witl	h the Ga	untlets	of Ultraı	nar and	l a relic b	lade. Oi	nly one MARNEUS CALGAR may be included in
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Gauntlets of Ultramar (shooting)	24"	Rap	oid 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 UI	tilochus ve. In ac r is halv er: You c TRAM	: Marne Idition, ed (rou can re-r	r (pg 10) eus Calga all dama nding up oll failed S units v	ar has a ge suffe)). l hit rol	ered by ls	receiv Calga Telep Marn placin 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 than 9" away from any enemy models.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, UI	LTRAM	ARIN	ES
KEYWORDS	CHAR	ACTE	R, INE	ANTR	Y, CHA	PTER	MAST	ER, TE	RMINATOR, MARNEUS CALGAR

		M			US (ICER			AR	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Marneus Calgar in Artificer Armour	6"	2+	2+	4	4	6	5	9	2+
Marneus Calgar in Artific may be included in your a		is a sing	gle mode	el arme	d with th	e Gaun	tlets of U	Iltrama	r and a relic blade. Only one MARNEUS CALGAF
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	And Th	ney Shal	l Know	No Fea	r (pg 10)				Halo: Marneus Calgar in Artificer Armour has a nulnerable save.
		ndly UL	TRAM		oll any fa S units v			recei	ter Tactician: If your army is Battle-forged, you ive an additional 2 Command Points if Marneus ar is your Warlord.
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	ES, UI	TRAM	ARIN	ES
KEYWORDS	CHAR	ACTE	R, INF	ANTR	, CHA	PTER	MAST	ER, M	ARNEUS CALGAR

		CA	PT	AIN S	SICA	ARI	US	
NAME	М	WS	BS	S T	W	A	Ld	Sv
Captain Sicarius	6"	2+	2+	4 4	5	4	9	2+
Captain Sicarius is a single r model may be included in y			h the Tala	assarian Tem	pest Blad	le, a plası	na pistol	, frag grenades and krak grenades. Only one of thi
WEAPON	RANGE	TYP	E	S	AP	D	ABILIT	lies
Plasma pistol	When a	ttacking	g with thi	s weapon, ch	loose one	e of the p	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.
Talassarian Tempest Blade	Melee	Melee		Use	r -3	D3		wound rolls of 6+ made for this weapon cause D3 al wounds instead of the normal damage.
Frag grenade	6"	Gre	nade D6	3	0	1	-	
Krak grenade	6"	Gre	nade 1	6	-1	D3	-	
ABILITIES	Iron Ha Rites of Battle-f first in t	ilo: Cap Battle: Torged H he Figh	tain Sica You can Ieroes: F t phase, e	riendly ULT even if they d	invulner lls of 1 m RAMAR idn't chai	ade for U INES Ta rge. If the	J LTRAM ctical Squ e enemy]	IARINES units within 6" of Captain Sicarius. uads within 6" of Captain Sicarius can always figh has units that have charged, or that have a similar the player whose turn is taking place.
FACTION KEYWORDS		1.1.1.1		US ASTAI				
KEYWORDS				NTRY, CA				

	С	HI	EF L	'IBI	RA	RIA	N '	ΓΙΘ	URIUS	
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 arr		odel ar	med with	the Roc	l of Tig	gurius, a	a bolt pis	tol, frag	grenades and krak grenades. Only one of this	mode
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	ries	
Bolt pistol	12"	Pist	ol 1		4	0	1	-		
Rod of Tigurius	Melee	Mel	ee		+3	-1	D3	-		
Frag grenade	6"	Gre	nade D6		3	0	1	-		
Krak grenade	6"	Gre	nade 1		6	-1	D3	-		
ABILITIES	Hood o PSYKE	f Hellfir RS with	in 12". In	add 1 t addition	to Den n, you	y the W can re-1	roll faile	d Psychi	ke for Chief Librarian Tigurius against enemy c tests taken for Chief Librarian Tigurius. rolls for attacks that target Chief Librarian Tigu	ırius.
PSYKER	to deny	two psy		ers in ea	ich ene				owers in each friendly Psychic phase, and atten nows the <i>Smite</i> power and three psychic powe	
FACTION KEYWORDS	IMPE	RIUM,	ADEPT	US AS	TART	ES, UI	LTRAM	IARIN	ES	
KEYWORDS	CHAR	ACTE	R, INFAI	NTRY,	LIBR	ARIA	N, PSY	KER, T	TIGURIUS	ji,

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		CH	IAP	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+					
Chaplain Cassius is a singl model may be included in			th Inferi	nus, a bo	olt pistol	, a crozi	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	When a hit rolls				on, choo	ose one	or both o	of the pi	rofiles below. If you choose both, subtract 1 from all					
- Flamer	8"	Ass	ault D6		4	0	1	This	weapon automatically hits its target.					
- Master-crafted boltgun	24"	Rap	id Fire 1	l	4	-1	2	-						
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	And Th Rosariu	6.78.					ble save.	Fight	nies of Hate: You can re-roll failed hit rolls in the t phase for friendly ULTRAMARINES units within Chaplain Cassius.					
	ULTRA Cassius made th	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	IMPER	RIUM,	ADEP	TUS A	START	ES, UI	LTRAM	ARIN	ES					
KEYWORDS	CHAR	ACTE	R, INF	ANTRY	, CHA	PLAIN	N, CASS	SIUS						

5 5 Power		SERGEANT TELION												
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 single your army.	model arm	ed with	Quietu	s, a bolt	pistol, f	rag grer	nades and	l krak g	renades. Only one of this model may be included in					
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Bolt pistol	12"	Pist	ol 1		4	0	1	-						
Quietus	36"	Hea	vy 2		4	-1	D3		n Sergeant Telion fires this weapon he may target an y CHARACTER even if it is not the closest enemy unit.					
Frag grenade	6"	Gre	nade De	5	3	0	1	-						
Krak grenade	6"	Gre	nade 1		6	-1	D3	-						
ABILITIES		f Exper you car	ience: I add 1 AMAR	n each o to all hi	of your S t rolls m	Shootin ade for	g a single nin 3" of	deplo that i Cam Serge	trator: When you set up Sergeant Telion during byment, he can set up anywhere on the battlefield is more than 9" from the enemy deployment zone.o Cloak: You can add 2 to saving throws made for eant Telion when he receives the benefits of cover, ad of 1.					
FACTION KEYWORDS	IMPEF	RIUM,	ADEP	TUS A	START	ES, UI	LTRAM	ARIN	ES					
KEYWORDS	CHAR	ACTE	R, INF	ANTRY	i, sco	UT, TI	ELION							

+3	5	SER	GE	AN	T C	CHI	RON	JUS	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Sergeant Chronus (Tank Commander)	As ve	hicle	2+			As v	ehicle		
Sergeant Chronus (Infantry)	6"	3+	2+	4	4	4	2	8	3+
									lker, Land Raider, Land Raider Crusader or Land ly include one Sergeant Chronus.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	lies
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Servo-arm	Melee	Mel	Melee			-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.
Frag grenade	6"	Gre	nade De	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
ABILITIES	Tank C comma with the instead. has suff If Serge from th Sergean	comman inding t e except . If Serg fered. ant Chr ie battlei at Chror	nder: Se he vehic tion of it eant Ch onus' ve field. He nus then	rgeant of the, use ts Ballis ronus i hicle ha is treat uses th	that vehi tic Skill s comma as been r ed as a p e Infanti	always cle's no – use S anding a educed assenge y profil	rmal pro ergeant (a vehicle to 0 wou er disemb	ofile, we Chronus at the s unds, set	e commanding a vehicle (see above). Whilst apons, abilities, keywords and characteristics, s' Ballistic Skill of 2+ when firing with the vehicle tart of your turn, he can restore one lost wound i him up within 3" before removing the vehicle from a destroyed transport. Assuming he survives, keywords below. He is equipped with a bolt pistol,
FACTION KEYWORDS					renades		LTRAM	ARINI	FS

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+
Each model is equipped w	vith a specia	al issue l	ooltgun, a			g grena	des and l	krak gr	
WEAPON Delteristel		RANGETYPE12"Pistol 1				AP	 1	ABILI	liles
Bolt pistol					4	0	-	-	
Special issue boltgun	30"	-	id Fire 1		4	-2	1	-	
Frag grenade	6"		nade D6		3	0	1	-	
Krak grenade	6"	0.10	nade 1	1	6	-1	D3	-	
ABILITIES	Comba	t Squad		any mo ay be sj	odels are plit into t	e deploy two uni	ts, each o	contain	of the game, a unit of Tyrannic War Veterans ning 5 models. Ils for attacks made by this unit that
	Avenge			'ou can	re-roll f	aneu m	c una no		his for attacks made by this drift that
	Avenge target T	YRAN	IDS.	1.1.1			in the	13.2	
FACTION KEYWORDS	Avenge target T IMPEI	'YRANI RIUM,		US AS	START	ES, UI	TRAM	13.2	

		TERMINUS ULTRA DAMAGE Some of this model's characteristics ch 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	lascann	ons and	l two lasc	annons	6.	5-8 1-4	5" 3"	4+ 5+	Γ		
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	1-4	3	5+			
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	This	weapon	can only be fired once p	oer battle.		- 8		
Lascannon	48"	Hea	avy 1		9	-3	D6	-							
Multi-melta	24"	,				-4	D6	two o	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.						
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-							
Twin lascannon	48"	Hea	avy 2		9	-3	D6	-							
WARGEAR OPTIONS	• This n	nodel n	nay take a nay take a nay take a	a storm	bolter.	nissile.									
ABILITIES	any wea its smol your op	pons in ke laund ponent		oting p til your btract 1	hase, thi next Sh from al	s mode ooting j l hit rol									
	Power of	of the M ne pena	fachine Ity to hit	Spirit:	This mo	del does		roll a a 6 it	D6 befo	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	START	ES, U	LTRAM	ARIN	ES						
KEYWORDS	VFHI		AND R	AIDE	R. TER	MINU	SUITR	Δ	Sec.	Contraction of the	79223	121			
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	LY	SA	ND	ER	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Captain Lysander	5"	2+	2+	4	4	6	4	9	2+
Captain Lysander is a siı	ngle model a	rmed w	th the F	ist of Do	rn. On	ly one o	f this mo	del may	y be included in your army.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Fist of Dorn	Melee	Mel	ee		+6	-3	3	-	
			V	n ra roll h	it rolls	of 1 ma	de for f		
	Rites of Lysande		You car	i ie-ioli il				ienaly I	MPERIAL FISTS units within 6" of Captain
	Lysande Telepor placing	er. r t Strike him on	: Durin the batt	g deployr lefield. A	nent, y t the ei	ou can s nd of an	set up Ca y of you	aptain L r Moven	MPERIAL FISTS units within 6" of Captain ysander in a teleportarium chamber instead of nent phases Captain Lysander can teleport into n 9" away from any enemy models.
	Lysande Telepor placing battle –	er. r t Strike him on set him	: Durin the batt up any	g deployr lefield. A' where on	nent, y t the ei the ba	rou can s nd of an ttlefield	set up Ca y of your that is n	aptain L r Moven nore tha	ysander in a teleportarium chamber instead of nent phases Captain Lysander can teleport into
FACTION KEYWORDS	Lysande Telepor placing battle – Icon of	er. him on set him Obstin	: Durin the batt up any acy: Ade	g deployr lefield. A' where on	nent, y t the er the ba Leade	ou can s nd of an ttlefield rship of	set up Ca y of you that is n all frien	aptain L r Moven nore tha dly IM F	ysander in a teleportarium chamber instead of 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

		I	PED	RC) KA	AN'	ГOI	2	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Pedro Kantor	6"	2+	2+	4	4	6	4	9	2+
Pedro Kantor is a single in your army.	model armed	d with I	Dorn's A	rrow, a j	power fis	st, frag g	grenades	and kra	ak grenades. Only one of this model may be included
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Dorn's Arrow	24"	Ass	ault 4		4	-1	1	-	
Power fist	Melee	Me	ee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.
Frag grenade	6"	Gre	nade De	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
ABILITIES	Iron Ha Chapter	llo: Ped r Maste Rynn:	ro Kanto r: You c All frier	or has a an re-ro		lnerable iled hit	rolls for		CRIMSON FISTS units within 6" of Pedro Kantor. their Attacks characteristic whilst they are within
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, CI	RIMSO	N FIST	FS
KEYWORDS	CHAR	ACTE	R. INF	ANTR	Y. CHA	PTER	MAST	ER. PF	EDRO KANTOR



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

BLACK TEMPLARS

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

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

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

Rather than maintaining a single home world from which they recruit and operate, the Black Templars are a fleet-based Chapter. Refusing to adhere to the limit of one thousand active Space Marines as demanded by the Codex Astartes, each Black Templars battle-fleet contains thousands of warriors. These scattered navies embark upon dozens of bloody crusades across the galaxy. Though the current High Marshal, Helbrecht, retains overall authority from his Battle Barge, the *Eternal Crusader*, the Chapter rarely gathers as one – instead, the individual Marshals in charge of each crusade are granted leave to carry out the Templars' divine purge of the xenos and the witch. The Black Templars bear a particular hatred for rogue and alien psykers, whose corrupted power can potentially drag entire planetary systems away from the Emperor's light. Following the example of High Marshal Sigismund, an unmatched swordsman and the former First Captain of the Imperial Fists Legion, the Black Templars specialise in close combat. Unlike the majority of Space Marine Chapters, they maintain no Scout Company. Instead, their Neophytes are each assigned to an Initiate battle-brother, who trains his apprentice in the art of the sword. By the time these Neophytes are ready to join the Chapter's battleline squads, they wield their blades as an extension of their bodies. True masters of the form who have proved themselves upon hundreds of battlefields are granted ascension to the Marshal's Sword Brethren, elite warriors who are deployed to the most viciously contested zones upon a battlefield.

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

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

- Marshal Montfort, Excorius Crusade



9.	Ľ		ЦЛ	ЛЛ	DCL		LIII		RECHT	
NAME	M	WS	BS	S	T	W	A		Sv	
High Marshal Helbrecht	6"	2+	2+	4	4	6	4	9	2+	
High Marshal Helbrecht is one of this model may be i				h the S	word of t	he High	n Marsha	ıls, a con	nbi-melta, frag grenades and krak grenades. Only	
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	lies	
Combi-melta	When a hit rolls				pon, choo	ose one	or both	of the pr	rofiles below. If you choose both, subtract 1 from all	
- Boltgun	24"	Rap	id Fire	1	4	0	1	-		
- Meltagun	12"	Ass	ault 1		8	-4	D6	two c	e target is within half range of this weapon, roll lice when inflicting damage with it and discard the st result.	
Sword of the High Marshals	Melee	Mel	ee		+1	-3	D3		recht can make D3 additional attacks with this on if he charged in his turn.	
Frag grenade	6"	Gre	nade De	5	3	0	1	-		
Krak grenade	6"	Gre	nade 1		6	-1	D3	-		
ABILITIES	Chapter	Maste	r: You c K TEMI	an re-r	ar (pg 10) oll any fa units wit	iled hit	Crusade of Wrath: All friendly BLACK TEMPLARS models add 1 to their Strength characteristic whilst the are within 6" of High Marshal Helbrecht. Iron Halo: High Marshal Helbrecht has a 4+ invulnerable save.			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	ASTART	'ES, BI	LACK			
KEYWORDS				_					GH MARSHAL HELBRECHT	

6 Courts	Т	'HE EM	IPERC	R'S	6 CF	IAI	MPION
NAME	М	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 may be included in your arr		nodel armed wit	h a Black Swor	d, a bol	t pistol, fi	ag grer	nades and krak grenades. Only one of this model
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES
Bolt pistol	12"	Pistol 1	4	0	1	-	
Black Sword	Melee	Melee	+2	-3	D3	with	can re-roll any failed wound rolls when attacking this weapon if the target is a CHARACTER or a NSTER .
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
ABILITIES	Sigismu Champie	ey Shall Know N nd's Honour: Ad on's Strength and hin 1" of any ene	dd 1 to the Em l Attacks chara	peror's cteristic	cs whilst	made enem	er of Champions: You can re-roll any failed hit rolls e for this model in the Fight phase when attacking ny CHARACTERS. our of Faith: The Emperor's Champion has a 4+ nerable save.
FACTION KEYWORDS	IMPER	RIUM, ADEPT	US ASTART	ES, BI	LACK T	EMPL	ARS
KEYWORDS		ACTER, INFA		-			

	14 12 19											
E 6	C	HA	PL	AIN	G	RIN	ÍAL	DL	JS			
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Chaplain Grimaldus	6"	2+	3+	4	4	4	3	9	3+			
Chaplain Grimaldus is a sin may be included in your ar		armed	with a c	rozius aro	canum	, plasma	ı pistol, fr	ag grei	nades and krak grenades. Only one of this model			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES			
Plasma pistol	When a	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	a hit roll of 1, the bearer is slain.			
Crozius arcanum	Melee	Me	ee		+1	-1	2	-				
Frag grenade	6"	Gre	nade De	5	3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
ABILITIES	Litanie: the Figh units wi Spiritua that are	s of Hat at phase thin 6" I Leade within 6	e: You c for any of Chap r: All fri 5" of Cha	No Fear an re-roll friendly i lain Grin endly BL plain Grin rship inste	any fa BLAC naldus ACK T naldus	niled hit K TEMI EMPLA 5 in the N	save. Unm phas 6" of addit	arius: Chaplain Grimaldus has a 4+ invulnerable natched Zeal: If you roll a hit roll of 6+ in the Fight se for a friendly BLACK TEMPLARS unit within ⁶ Chaplain Grimaldus, you can immediately make 1 tional attack with that model. These bonus attacks too themselves generate further bonus attacks.				
FACTION KEYWORDS				TUS AS				EMPI	LARS			
KEYWORDS				ANTRY,				_				

	CENOBYTE SERVITORS												
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Cenobyte Servitor	5"	5+	5+	3	3	1	1	6	4+				
included in your army.	6.0.10			is armeo				-	Only one unit of Cenobyte Servitors may be				
WEAPON Close combat weapon	RANGE	<u>TYP</u>	_		<u>S</u>	<u>AP</u>		ABILI	IIES				
ABILITIES	Mindw Skill to	Melee User 0 1 - Mindwiped: Cenobyte Servitors improve their Weapon Skill to 4+ and their Leadership to 9, whilst they are within 6" of Chaplain Grimaldus. Relic of Helsreach: Friendly BLACK TEMPLARS units automatically pass Morale tests whilst they are within 12" of any models from this unit.											
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS												

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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	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	•											
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 cl vith an vith an	nainswor item from item from	un 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			1.								
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



NAME	М	WS	BS	S	т	W	A	Ld	Sv		
Kayvaan Shrike	12"	2+	2+	4	4	5	5	9	3+		
Kayvaan Shrike is a sing included in your army.	le model arm	ned witł	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	ABILI	TIES		
Bolt pistol	12"	Pist	ol 1		4	0	1	-			
Raven's Talons	Melee	Me	ee		User	-3	D3	You o	can re-roll failed wound rolls for this weapon.		
Frag grenade	6"	Gre	nade De	5	3	0	1	-			
Krak grenade	6"	Gre	nade 1		6	-1	D3	-			
ABILITIES	Chapte for frier Kayvaar	r Maste ndly RA n Shrike	er: You ca VEN GU e.	an re-ro J ARD	r (pg 10) oll failed l units with	hit rolls nin 6" o	Jump Pack Assault: During deployment, you may set Kayvaan Shrike high in the skies instead of placing hir on the battlefield. At the end of any of your Movement phases, he can make a sudden assault to arrive on the battlefield; set him up anywhere that is more than 9" from any enemy models.				
and the second	rolls for	friendl		N GUA	re-roll fa		•	Iron Halo: Kayvaan Shrike has a 4+ invulnerable save.			
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	ES, RA	AVEN C	JUARI)		
KEYWORDS	СНАР	AOTT			V OIL	DEED			MP PACK, FLY, SHRIKE		



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.



	VULKAN HE'STAN													
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Vulkan He'stan	6"	2+ 2+ 4				5	4	9	2+					
Vulkan Hestan is a single one of this model may be				intlet of	f the Forg	ge, the S	Spear of	Vulkan,	a bolt pistol, frag grenades and krak grenades. Only					
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Bolt pistol	12"	Pist	ol 1		4	0	1	-						
Gauntlet of the Forge	8"	Ass	ault D6		5	-1	1	This	weapon automatically hits its target.					
Spear of Vulkan	Melee	Mel	ee		+2	-2	D3	-						
Frag grenade	6"	Gre	nade De	5	3	0	1	-						
Krak grenade	6"	Gre	nade 1		6	-1	D3	-						
ABILITIES	Rites of for frien Vulkan	Battle: Idly SA He'stan. Mantl	You car LAMAN e: Vulka	n re-rol NDERS	r (pg 10) l hit rolls units wi	of 1 ma thin 6" (for fr Vulk For t weap (e.g. is any flam	efather: You can re-roll failed hit and wound rolls ciendly SALAMANDERS models within 6" of an He'stan that are firing melta or flame weapons. he purposes of this ability, a melta weapon is any oon profile whose name includes the word 'melta' meltagun, multi-melta etc.) and a flame weapon y weapon profile whose name includes the word e' (e.g. flamer, heavy flamer, flamestorm cannon, estorm gauntlet etc.). Vulkan He'stan's Gauntlet of c'orge is also a flame weapon.						
FACTION KEYWORDS	IMPER	RIUM,	ADEP	TUS A	START	'ES, SA	LAMA	NDEF	RS					
KEYWORDS	CHAR	ACTE	R, INE	ANTR	Y, CAP	TAIN,	VULK	AN HE	2'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



e 6	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+					
Kor'sarro Khan is a singl included in your army.	le model arm	ed with	Moonfa	ng, a b	olt pistol	, frag gi	enades 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	Mel	ee		User	-3	D3	This weapon has Strength x2 if the target is a CHARACTER .						
Frag grenade	6"	Gre	nade D6		3	0	1	-						
Krak grenade	6"	Gre	nade 1		6	-1	D3	-						
ABILITIES	Rites of	Battle: adly WI	You can HITE SC	re-rol	r (pg 10) l hit rolls units with	of 1 ma		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	IMPERIUM, ADEPTUS ASTARTES, WHITE SCARS												
KEYWORDS	CHARACTER, INFANTRY, CAPTAIN, KOR'SARRO KHAN													

7 Powet		K			RR(ondr			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+
Kor'sarro Khan on Moond Moondrakkan, is equippe									grenades and krak grenades. His Space Marine bike, uded in your army.
WEAPONS	RANGE	TYP	E		S	AP	D	ABILI	TIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Twin boltgun	24"	Rap	id Fire 2	2	4	0	1	-	
Moonfang	Melee	Mel	ee		User	-3	D3		weapon has Strength x2 if the target is [ARACTER.
Frag grenade	6"	Gre	nade D6	ī	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
ABILITIES	Rites of	Battle:	You car	ı re-rol	ur (pg 10) l hit rolls units with	of 1 ma		WHI	he Khan!: Add 1 to the Strength of friendly I TE SCARS units within 6" of Kor'sarro Khan when attack in the Fight phase if they charged that turn.
	Kor'sarro					110 01		Iron	Halo: Kor'sarro Khan has a 4+ invulnerable save.
	Advance	es, add	5" to his	Move	Khan on character lling a dio	istic for			
FACTION KEYWORDS	IMPER	RIUM,	ADEP	TUS A	START	ES, W	HITES	CARS	
KEYWORDS	BIKER	, CHA	RACT	ER, C	APTAIN	I, KOI	R'SARR	O KHA	AN

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.

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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.



T			(A)									
	DA	M	NE	D L	EGI	[0]	INA	IR	ES			
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Legionnaire	5"	3+	3+	4	4	1	2	10	3+			
Legionnaire Sergeant	5"	3+	3+	4	4	1	3	10	3+			
This unit contains 1 Legio armed with a boltgun, bol						nclude	up to 5 a	ddition	al Legionnaires (Power Rating +7). Each model is			
WEAPON	RANGE	TYP		run gre	S	AP	D	ABILI	TIFS			
Bolt pistol	12"	Pist			4	0	1	-				
Boltgun	24"	Rap	oid Fire 1	L	4	0	1	-				
Flamer	8"	-	ault D6		4	0	1	This	weapon automatically hits its target.			
Heavy flamer	8"	Hea	wy D6		5	-1	1		weapon automatically hits its target.			
Meltagun	12"		ault 1		8	-4	D6	If the two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.			
Multi-melta	24"	Hea	wy 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 gun	When a	ttacking	g with th	iis weap	on, choc	ose one	of the pi	ofiles be	elow.			
- Standard	24"	Rap	oid Fire 1	L	7	-3	1	-				
- Supercharge	24"	Rap	oid Fire 1	L	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	iis wear	on, choc	ose one	of the pi	-				
- Standard	12"	Pist		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	2	4	0	1	-				
Chainsword	Melee	Mel			User	0	1		time the bearer fights, it can make 1 additional k 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 1 the hit roll.			
Power maul	Melee	Mel	ee		+2	-1	1	-				
Power sword	Melee	Me	ee		User	-3	1	-				
Frag grenade	6"	Gre	nade Dé	5	3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
WARGEAR OPTIONS	• One L • The L power	egionna egionna maul.	aire may ire Serge	replace eant ma	e his bolt iy replace	gun wit 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	And Th	ey Shal	l Know	No Fea	r (pg 10)							
	battlefie battlefie	eld. At the eld that	he end o is more t	of any of than 9"	your Mo away fro	ovemen m any e	t phases enemy m	this uni odels.	hit in the aether instead of placing it on the it can materialise – set it up anywhere on the eir saving throws for being in cover when targeted			
			acks mae									
	Unyielding Spectres: All models in this unit have a 3+ invulnerable save.											
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	ES, LE	GION	OF TH	IE DAMNED			
KEYWORDS	INFAN	TRY,	DAMN	ED LF	GIONN	NAIRE	S					

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

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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 Champion ¹ (pg 24)
- Company Veterans ¹ (pg 26)
- Devastator Squad (pg 51)
- Dreadnought (pg 35)
- Drop Pod (pg 48)
- Hellblaster Squad (pg 52)
- Imperial Space Marine (pg 30)
- Inceptor Squad (pg 43)
- Intercessor Squad (pg 30)
- Land Raider (pg 58)
- Land Raider Crusader (pg 59)
- Land Raider Excelsior (pg 61)
- Land Raider Redeemer (pg 60)
- Land Speeders (pg 46)
- Librarian (pg 14)
- Librarian in Terminator Armour (pg 15)
- Librarian on Bike (pg 15)
- Predator (pg 54)

- Primaris Ancient (pg 24)
- Primaris Lieutenants (pg 22)
- Razorback (pg 48)
- Rhino (pg 46)
- Rhino Primaris (pg 47)
- Sanguinary Novitiate use the Apothecary 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.

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

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.

NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Commander Dante	12"	2+	2+	4	4	6	6	9	2+				
Commander Dante is a s may be included in your		armed	with the	Axe M	lortalis, a	n inferr	10 pistol,	frag gr	renades and krak grenades. Only one of this model				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES				
Inferno pistol	6"	Pist	ol 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.				
The Axe Mortalis	Melee	Me	ee		+2	-3	D3		can re-roll failed wound rolls for this weapon if the et is a CHARACTER .				
Frag grenade	6"	Gre	nade De	5	3	0	1	-					
Krak grenade	6"	Gre	nade 1		6	-1	D3	-					
ABILITIES	Chapter	r Maste Idly BL	r: You c OOD A	an re-r e	ur (pg 88) oll failed S within (hit rolls		Lead wear	th Mask: Enemy units suffer a -1 modifier to their lership while they are within 3" of any models ring a death mask. Halo: Commander Dante has a 4+ invulnerable save				
	Jump Pack Assault: During deployment, you can set up Commander Dante high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases Commander Dante can assault from above – set him up anywhere on the battlefield that is more than 9" away from any enemy models.												
FACTION KEYWORDS							OOD	ANGE	LS				
KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS CHARACTER, INFANTRY, CHAPTER MASTER, JUMP PACK, FLY, COMMANDER DANTE												

CAPTAIN TYCHO

5 Power

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Captain Tycho	6"	2+	2+	4	4	5	4	9	2+
Captain Tycho is a single n your army.	nodel arm	ed with	Blood So	ong, a b	olt pisto	l, frag g	renades	and kra	k grenades. Only one TYCHO may be included in
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Blood Song			g with th s weapon	-	on, choo	ose one	or both o	of the pr	rofiles below. If you choose both, subtract 1 from all
- Master-crafted boltgun	24"	Rap	oid Fire 1		4	-1	2	-	
- Meltagun	12"	Assault 1 8 -4 D6						two c	e target is within half range of this weapon, roll lice when inflicting damage with it and discard the st result.
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Frag grenade	6"	Gre	enade D6	<u>,</u>	3	0	1	-	
Krak grenade	6"	Gre	enade 1		6	-1	D3	-	
ABILITIES	Rites of for frier	f Battle: ndly BL	ll Know 2 You can OOD Al	n re-roll	hit rolls	of 1 ma		close after	or the Beast: Captain Tycho may make D3 additional combat attacks if he is within 1" of any enemy ORKS he has piled in during the Fight phase.
	Captain					15:46	4-3-54		Halo: Captain Tycho has a 4+ invulnerable save.
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	START	'ES, BI	LOOD	ANGEI	LS
KEYWORDS	CHAR	ACTE	R, INFA	ANTRY	, CAP	TAIN,	TYCH	0	

		T	YC	HO	TE	IE I	LOS	T	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Tycho the Lost	6"	2+	2+	4	4	5	4	9	2+
Tycho the Lost is a single n included in your army.	nodel arm	ed with	Blood S	ong, a l	oolt pisto	ol, frag g	renades,	krak gr	renades and an iron halo. Only one TYCHO may be
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Blood Song	When a hit rolls				on, cho	ose one	or both (of the p	rofiles below. If you choose both, subtract 1 from all
- Master-crafted boltgun	24"	Rap	oid Fire	1	4	-1	2	-	
- Meltagun	12"	Ass	ault 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 De	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
ABILITIES	And Th Iron Ha					Rage (p		addit	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		1.18	

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	irioso for	ce halbe	erd, a Fu	rioso fi	fist and a storm bolter.	
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	LITIES	
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-		
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	s weapon automatically hits its target.	
Meltagun	12"	Ass	ault 1		8	-4	D6	two	he target is within half range of this weapon, roll o dice when inflicting damage with it and discard the rest result.	
Furioso fist	Melee	Mel	ee		x2	-3	3	-		
Furioso force halberd	Melee	Mel	ee		+4	-4	3	-		
WARGEAR OPTIONS	• This n	nodel m	ay repla	ce its st	torm bolt	ter with	a heavy	flamer	r or a meltagun.	
ABILITIES	you take within 1 Explod a D6 be	e for thi 12". es: If th fore ren t explod	s model is mode noving t es, and	agains l is redu he moc	to Deny t enemy l uced to 0 lel from t nit within	PSYKEI wounds the battl	RS , roll efield;	any v its sr oppo	oke Launchers: Once per battle, instead of shooting weapons in the Shooting phase, this model can use smoke launchers; until your next Shooting phase you openent must subtract 1 from all hit rolls for ranged apons that target this vehicle.	
PSYKER		power	in each o	enemy					ch friendly Psychic phase, and attempt to deny one <i>ite</i> psychic power and two psychic powers from the	
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, BI	OOD	ANGE	ELS	
KEYWORDS	CHARACTER, VEHICLE, DREADNOUGHT, LIBRARIAN, PSYKER, LIBRARIAN DREADNOUGHT									

		C	HIF M	EF I EP	JBI HIS	RAI TO	RIA N	N			
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv		
Chief Librarian Mephiston	7"	2+	2+	5	5	5	4	9	2+		
Chief Librarian Mephiston i model may be included in ye			armed v	vith a pl	asma pi	stol, the	Sanguir	ne Sword	d, frag grenades and krak grenades. Only one of this		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES		
Plasma pistol	When a	attacking	g with th	is weap	on, 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.		
The Sanguine Sword	Melee	Mel	ee		x2	-3	D3	-			
Frag grenade	6"	Gre	nade D6	i	3	0	1	-			
Krak grenade	6"	Gre	nade 1								
ABILITIES	Lord of a 5+ the Psychie	f Death: e damag	e is igno You can	ne Chie red.	ef Librar	ian Meŗ			n unsaved wound or a mortal wound roll a D6. On e for Chief Librarian Mephiston against enemy		
PSYKER	attempt	t to deny		chic po	wers in	each en	emy Psy	chic pha	c powers in each friendly Psychic phase, and ase. He knows the <i>Smite</i> psychic power and three		
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	START	'ES, BI	.00D	ANGE	LS		
KEYWORDS	CHARACTER, INFANTRY, LIBRARIAN, PSYKER, CHIEF LIBRARIAN MEPHISTON										

		THE SANGUINOR												
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
TheSanguinor	12"	2+	2+	4	4	5	5	9	2+					
The Sanguinor is a single n included in your army.	nodel arm	ed with	an enca	rmine l	oroadswo	ord, frag	grenade	es and ki	rak grenades. Only one of this model may be					
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Encarmine broadsword	Melee	Mel	ee		+2	-4	D3	-						
Frag grenade	6"	Gre	nade De	5	3	0	1	-						
Krak grenade	6" Grenade 1 6 -1 D3 -													
ABILITIES	Aura of characte	f Fervo u eristic o	1r: You of f friendl	an add y BLO	ur (pg 88) 1 to the OD ANC T the Sang	Attacks GELS		Lead wear	 th Mask: Enemy units suffer a -1 modifier to their ership while they are within 3" of any models ing a death mask. Halo: The Sanguinor has a 4+ invulnerable save. 					
	0	0 0		0	or can ch vement p	0	Jump Pack Assault: During deployment, you can set up the Sanguinor high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases the Sanguinor can assault from above – set him up anywhere on the battlefield that is more than 9" away from any enemy models.							
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, BI	OOD							
	CHARACTER, INFANTRY, JUMP PACK, FLY, THE SANGUINOR													

 and p a dec 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 for this unit in the Fight phase until the end your turn. Vessel of Sanguinius: You can add 1 to hit remade for this unit in the Fight phase until the end your turn. 	A POWER			A	ST	OR	ATH	H		
Astorath is a single model armed with the Executioner's Axe, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army. WEAPON RAGE TYPE S AP D ABILITIES Bolt pistol 12" Pistol 1 4 0 1 - The Executioner's Axe Melee Melee +1 -3 D3 Each time you roll a wound roll of 6+ for this wear causes 3 damage instead of D3. Frag grenade 6" Grenade D6 3 0 1 - Krak grenade 6" Grenade 1 6 -1 D3 - ABILITIES And They Shall Know No Fear (pg 88) Mass of Doom: Once per battle, at the start of your Movement phase, Astorath may chant the Mass of I Redeemer of the Lost: All friendly BLOOD ANGELS Nads of Astorath. Mass of Doom: Once per battle, at the start of your Movement phase, Astorath and apply the result below instead of their own. In addition, friendly DEATH COMPANY units automatically pass Morale tests if they are within 6" of Astorath. Imp Pack Assault: During deployment, you can set up Astorath high in the skies instead of placing him on the battlefield that is more than 9" away from any enemy models. Vessel of Sanguinus: You can add 1 to hit rolls made for this unit in the Fight phase until th end of your turn. In	NAME	М	WS	BS	S	T	W	A	Ld	Sv
Included in your army. WEAPON RANGE TYPE S AP D ABILITIES Bolt pistol 12" Pistol 1 4 0 1 - The Executioner's Axe Melee Melee +1 -3 D3 Each time you roll a wound roll of 6+ for this wear causes 3 damage instead of D3. Frag grenade 6" Grenade D6 3 0 1 - Krak grenade 6" Grenade 1 6 -1 D3 - ABILITIES And They Shall Know No Fear (pg 88) Mass of Doom: Once per battle, at the start of your Movement phase, Astorath may chant the Mass of IC Roll a D6 for each friendly BLOOD ANGELS INFA unit within 6" of Astorath. Redeemer of the Lost: All friendly DEATH COMPANY units automatically pass Morale tests if they are within 6" of Astorath. Mass of Doom: Once per battle, at the start of your Movement phase, Astorath can use his Leadership instead of their own. In addition, friendly DEATH COMPANY units automatically pass Morale tests if they are within 6" of Astorath. D6 Result 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 ande for this unit in	Astorath	12"	2+	2+	4	4	5	9	2+	
Bolt pistol 12" Pistol 1 4 0 1 The Executioner's Axe Melee Melee +1 -3 D3 Each time you roll a wound roll of 6+ for this wear causes 3 damage instead of D3. Frag grenade 6" Grenade 1 6 -1 D3 - ABILITIES And They Shall Know No Fear (pg 88) Mass of Doom: Once per battle, at the start of your Movement phase, Astorath may chant the Mass of L Redeemer of the Lost: All friendly BLOOD ANGELS units within 6" of Astorath can use his Leadership instead of their own. In addition, friendly DEATH COMPANY units automatically pass Morale tests if they are within 6" of Astorath. Melee do fau of any of your Movement phase. Astorath and apply the result below in the battlefield. At the end of any of your Movement phases 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. Dark Wrath: You can add 1 to hit rolls made for this unit in the Fight phase until the end of your turn. Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly BLOOD ANGELS units within 6" of Astorath. Vessel of Sanguinius: You can add 1 to hit rolls are invulnerable save.		l armed wit	h the Ex	recution	er's Axe	, a bolt p	oistol, fr	ag grena	ides and	l krak grenades. Only one of this model may be
The Executioner's Axe Melee Melee +1 -3 D3 Each time you roll a wound roll of 6+ for this wear causes 3 damage instead of D3. Frag grenade 6" Grenade 1 6 -1 D3 - Krak grenade 6" Grenade 1 6 -1 D3 - ABILITIES And They Shall Know No Fear (pg 88) Mass of Doom: Once per battle, at the start of your Movement phase, Astorath may chant the Mass of I Redeemer of the Lost: All friendly BLOOD ANGELS units within 6" of Astorath can use his Leadership instead of their own. In addition, friendly DEATH COMPANY units automatically pass Morale tests if they are within 6" of Astorath. Mass of Doom: Once per battle, at the start of your Movement phase, Astorath and apply the result belov unit within 6" of Astorath. Jump Pack Assault: During deployment, you can set up Astorath high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases Astorath can assault from above – set him up anywhere on the battlefield that is more than 9" away from any enemy models. 6 Vessel of Sanguinus: You can add 1 to hit rolls made for this unit in the Fight phase until the end of your turn. In addition, the unit has a -invulnerable save until the end of your turn. 6 Vessel of Sanguinus: You can add 1 to hit read of your turn. In addition, the unit has a -invulnerable save until the end of your turn. 6 6 Grand Hate: You can re-roll failed hit rolls in the Fight ph	WEAPON	RANGE	TYP	<u> </u>		S	AP	D	ABILI	TIES
The Executioner's AxeMeleeMeleeFill3D3causes 3 damage instead of D3.Frag grenade6"Grenade 16-1D3-Krak grenade6"Grenade 16-1D3-ABILITIESAnd They Shall Know No Fear (pg 88)Mass of Doom: Once per battle, at the start of your Movement phase, Astorath may chant the Mass of I Redeemer of the Lost: All friendly BLOOD ANGELS units within 6" of Astorath can use his Leadership instead of their own. In addition, friendly DEATH COMPANY units automatically pass Morale tests if they are within 6" of Astorath.Mass of Doom: Once per battle, at the start of your Movement phase, Astorath and apply the result below unit within 6" of Astorath.Jump Pack Assault: During deployment, you can set up Astorath high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases Astorath can assault from above – set him up anywhere on the battlefield that is more than 9" away from any enemy models.6Vessel of Sanguinius: You can add 1 to hit rolls made for this unit in the Fight phase until the end of your turn.Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly BLOOD ANGELS units within 6" of Astorath.Rosarius: This model has a 4+ invulnerable save.	Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Krak grenade6"Grenade 16-1D3-ABILITIESAnd They Shall Know No Fear (pg 88)Mass of Doom: Once per battle, at the start of your Movement phase, Astorath may chant the Mass of I Roll a D6 for each friendly BLOOD ANGELS units within 6" of Astorath can use his Leadership instead of their own. In addition, friendly DEATH COMPANY units automatically pass Morale tests if they are within 6" of Astorath.Mass of Doom: Once per battle, at the start of your Movement phase, Astorath may chant the Mass of I Roll a D6 for each friendly BLOOD ANGELS INFA unit within 6" of Astorath.Jump Pack Assault: During deployment, you can set up Astorath high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases Astorath can assault from above – set him up anywhere on the battlefield that is more than 9" away from any enemy models.2-5Dark Wrath: You can add 1 to hit rolls made for this unit in the Fight phase until the end of your turn.Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly BLOOD ANGELS units within 6" of Astorath.Rosarius: This model has a 4+ invulnerable save.	The Executioner's Axe	Melee	Mel	ee		+1	-3	D3		
ABILITIESAnd They Shall Know No Fear (pg 88)Mass of Doom: Once per battle, at the start of your Movement phase, Astorath may chant the Mass of I Movement phase, Astorath may chant the Mass of I Roll a D6 for each friendly BLOOD ANGELS INFA unit within 6" of Astorath can use his Leadership instead of their own. In addition, friendly DEATH COMPANY units automatically pass Morale tests if they are within 6" of Astorath.Mass of Doom: Once per battle, at the start of your Movement phase, Astorath may chant the Mass of I Roll a D6 for each friendly BLOOD ANGELS INFA unit within 6" of Astorath.Jump Pack Assault: During deployment, you can set up Astorath high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases Astorath can assault from above – set him up anywhere on the battlefield that is more than 9" away from any enemy models.D6ResultLitanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly BLOOD ANGELS units within 6" of Astorath.Vessel of Sanguinius: You can add 1 to hit rolls as a invulnerable save until the end of your turn.	Frag grenade	6"	Gre	nade De	5	3	0	1	-	
 Movement phase, Astorath may chant the Mass of I Roll a D6 for each friendly BLOOD ANGELS units within 6" of Astorath can use his Leadership instead of their own. In addition, friendly DEATH COMPANY units automatically pass Morale tests if they are within 6" of Astorath. Jump Pack Assault: During deployment, you can set up Astorath high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases Astorath can assault from above – set him up anywhere on the battlefield that is more than 9" away from any enemy models. Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly BLOOD ANGELS units within 6" of Astorath. Movement phase, Astorath may chant the Mass of I Roll a D6 for each friendly BLOOD ANGELS units within 6" of Astorath and apply the result below unit within 6" of Astorath. Both Result Frenzied Death Throes: The unit suffers a mortal wound. Dark Wrath: You can add 1 to hit rolls made for this unit in the Fight phase until th end of your turn. Vessel of Sanguinius: You can add 1 to hit rong made for this unit in the Fight phase until the end of your turn. In addition, the unit has a invulnerable save until the end of your turn. 	Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
6" of Astorath.		units wi instead COMPA they are Jump P up Asto on the b phases A anywhe from an Litanie	ithin 6" of their ANY un within ack Ass rath hig pattlefiel Astorath re on th ay enem s of Hat	of Astor own. In its autor 6" of As ault: Du h in the d. At th a can ass e battlef y model e: You c	ath can additio maticall torath. uring de skies ir e end of ault fro field tha s. an re-ro	use his I n, frience y pass M ploymer istead of any of y m above t is more Il failed	Leadersl lly DEA forale te nt, you c placing our Mo – set hi e than 9' hit rolls	unit v D6 1 2-5 6	 within 6" of Astorath and apply the result below: Result Frenzied Death Throes: The unit suffers a mortal wound. Dark Wrath: You can add 1 to hit rolls made for this unit in the Fight phase until the end of your turn. Vessel of Sanguinius: You can add 1 to hit rolls made for this unit in the Fight phase until the end of your turn. In addition, the unit has a 4+ invulnerable save until the end of your turn. 	
HAGHUN KEYWURUS IMPERIUM, ADEPIUS ASIAKIES, BLOOD ANGELS		6" of As	torath.		6-15					
KEYWORDS CHARACTER, INFANTRY, CHAPLAIN, JUMP PACK, FLY, ASTORATH										



	SANGUINARY PRIEST										
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 bolt	pistol, a chai	nsword	, frag gr	enades a	nd krak grenades.			
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	lies			
Bolt pistol	12" Pistol 1 4 0 1 -										
Boltgun	24"	Rapi	id Fire 1	4	0	1	-				
Chainsword	Melee	Mele	ee	User	0	1		time the bearer fights, it can make 1 additional k with this weapon.			
Frag grenade	6"	Grei	nade D6	3	0	1	-				
Krak grenade	6"	Grei	nade 1	6	-1	D3	-				
ABILITIES	Blood (Chalice:	Friendly H		ELS IN			BIKER units increase their Strength characteristic			
					Movem	ent pha	ses, the S				
	single m If that u wounde slain mo manner of the fa	nodel. Se unit contr ed model odel is re he can o allen war	elect a frier ains a wou ls but one eturned to do nothing rrior. A un	inded model, or more of its the unit with g else for the r it can only be	it imme models 1 wour remaind the tar	ediately s have b ad remain er of th get of th	regains I een slain ining. If a e turn (sl e Narthe	ecium ability once in each turn.			
	single m If that u wounde slain mo manner of the fa Jump P of placin	nodel. Se unit cont ed model odel is re he can o allen war ack Assa ng it on	elect a frien ains a wou ls but one eturned to do nothing rrior. A un ault: Durin the battlefi	nded model, or more of its the unit with g else for the r it can only be ng deploymer ield. At the en	it imme models 1 wour remaind the tar the tar th, if this	ediately s have build remain er of the get of the s model y of you	regains I een slain ining. If a e turn (sl e Narthe has a jur r Movern	or BIKER unit within 3" of the Sanguinary Priest. D3 lost wounds. If the chosen unit contains no a during the battle, roll a D6. On a 4+ a single a Sanguinary Priest fails to revive a model in this hoot, charge, fight etc.) as he recovers the gene-see			
FACTION KEYWORDS	single m If that u wounde slain mo manner of the fa Jump P of placin it up an	nodel. Se unit contr ed model odel is re he can o allen war ack Assa ng it on t	elect a frien ains a wou ls but one eturned to do nothing rior. A un ault: Durin the battleft on the batt	nded model, or more of its the unit with g else for the r it can only be ng deploymer ield. At the en	it imme models wour remaind the tar at, if this d of any more th	ediately s have be d remain er of the get of the s model y of you han 9" av	regains I een slain ining. If a e turn (sl e Narthe has a jur r Moverr way from	or BIKER unit within 3" of the Sanguinary Priest. D3 lost wounds. If the chosen unit contains no a during the battle, roll a D6. On a 4+ a single a Sanguinary Priest fails to revive a model in this hoot, charge, fight etc.) as he recovers the gene-see ecium ability once in each turn. mp pack, you can set it up high in the skies instead nent phases this model can assault from above – se n any enemy models.			



NAME	М	WS	BS	S	т	W	A	Ld	Sv											
Sanguinary Priest on Bike	14"	2+	ии 3+	ч 4	5	5	н 3	LU 9	3+											
<u> </u>						ol, a cha	insword	, frag gr	renades, krak grenades, a blood chalice and a											
WEAPON	RANGE	TYPI			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	-												
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		3	0	1	-												
Krak grenade	6"	Gre	nade 1		6	-1	D3	-												
WARGEAR OPTIONS			· 1		-		0		em from the <i>Melee</i> , <i>Pistols</i> or <i>Combi-weapons</i> list. e <i>Melee Weapons</i> list.											
ABILITIES	Blood (by 1 wh Narther revive a Priest o contain single si model i	Chalice: illst they cium: A single r n Bike. I s no wor lain 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" of of any elect a f it cont odels t urned t e can d	of any SA of your friendly I ains a wo but one o to the uni o nothing	Movem BLOOE ounded r more it with 1 g else fo	ARY Plant phase of the phase of	RIESTS ses, the S LS INFA it immed odels hav remain mainder	Sanguinary Priest on Bike can attempt to heal or ANTRY or BIKER unit within 3" of the Sanguinar diately regains D3 lost wounds. If the chosen unit ve been slain during the battle, roll a D6. On a 4+ a ing. If a Sanguinary Priest on Bike fails to revive a r of the turn (shoot, charge, fight etc.) as he recover											
FACTION KEYWORDS					1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		· · · · · · · · · · · · · · · · · · ·		the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn. IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS											
FALLIUN NETWIKIIA	BIKER, CHARACTER, SANGUINARY PRIEST																			

NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Brother Corbulo	6"	2+	2+	4	4	5	4	9	3+		
Brother Corbulo is a sin included in your army.	gle model ar	med wit	h Heaver	n's Teetl	h, a bolt	pistol, f	rag grena	ades and	d krak grenades. Only one of this model may be		
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILIT	ries		
Bolt pistol	12"	Pist	ol 1		4	0	1	-			
Heaven's Teeth	Melee	Mel	ee		+1	-1	1	-			
Frag grenade	6"	Gre	nade D6		3	0	1	-			
Krak grenade	6"	6" Grenade 1 6 -1 D3 -									
	dice rol The Rec INFAN charact SANGU make a BLOOI that uni attack u	l made f d Grail: TRY an eristic b JINARY hit roll D ANGI it may in using the	Conce p for Broth Friendly d BIKE y 1 whils Y PRIES of 6+ in ELS unit mmediat same w	er Corl 7 BLOC R units st they a TS . In a the Figh within ely make capons	DD ANG increase are withi addition, at phase 6 ^{°°} of Bro ce anoth	ELS their St n 6" of a ceach the for a fri other Co er close ponus at	rrength iny me you endly orbulo, combat tacks	mode or BI conta woun but or battle to the fails t else fe etc.) a unit c	her Corbulo can attempt to heal or revive a single el. Select a friendly BLOOD ANGELS INFANTRY KER unit within 3" of Brother Corbulo. If that unit ins a wounded model, it immediately regains D3 le nds. If the chosen unit contains no wounded model ne or more of its models have been slain during the e, roll a D6. On a 4+ a single slain model is returned e unit with 1 wound remaining. If Brother Corbulo to revive a model in this manner he can do nothing or the remainder of the turn (shoot, charge, fight as he recovers the gene-seed of the fallen warrior. A can only be the target of the Narthecium ability ond ch turn.		



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

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. . . .	S	SANC	GUII	NAR	Y_C	GUA	RD					
- OWE				NCIE								
NAME	M	WS B	S S	T	W	A	Ld	Sv				
Sanguinary Guard Ancient	12"	3+ 3	+ 4	4	4	3	9	2+				
A Sanguinary Guard Ancies	nt is a sing	gle model a	rmed with	n an angelu	s boltg	un, an er	carmine	e sword, frag grenades and krak grenades.				
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	IES				
Angelus boltgun	12"	Assault	2	4	-1	1	-					
Inferno pistol	6" Pistol 1 8 -4 D6 two dice when inflicting damage with it and discard lowest result.											
Plasma pistol	When a	When attacking with this weapon, choose one of the profiles below.										
- Standard	12"	Pistol 1		7	-3	1	-					
- Supercharge	12"	Pistol 1		8	-3	On a	hit roll of 1, the bearer is slain.					
Encarmine axe	Melee	Melee		+1	-2	D3	-					
Encarmine sword	Melee	Melee		User	-3	D3	-					
Power fist	Melee	Melee		x2	-3	D3		a attacking with this weapon, you must subtract 1 the hit roll.				
Frag grenade	6"	Grenad	e D6	3	0	-						
Krak grenade	6"	Grenad	e 1	6	-1	D3	-					
WARGEAR OPTIONS	This mThis m	nodel may 1	eplace his	s angelus be s encarmin	e sword		encarm	istol or a plasma pistol. ine axe or a power fist.				
ABILITIES	Blood A	ey Shall Kı Angels Cha	pter Banr	ner: Friend	ly BLO		Leade	Mask: Enemy units suffer a -1 modifier to their ership while they are within 3" of any models ng a death mask.				
		S units wit										
	banner	do not need rolls of 1 in	l to take N	Aorale tests			Heirs rolls f	of Azkaellon: You can re-roll failed hit or this model if it is within 6" of a BLOOD ELS Warlord.				
	banner e wound n Jump Pa up this n the battl phases t anywhen	do not need	to take M the Fight During in the ski ne end of a can assault attlefield t	Aorale tests phase. deploymer es instead any of your t from abov	and re at, you o of placi Mover ve – set	-roll can set ng it on nent it up	Heirs rolls f	of Azkaellon: You can re-roll failed hit For this model if it is within 6" of a BLOOD				
FACTION KEYWORDS	banner e wound n Jump Pa up this n the battl phases t anywhen from an	do not need rolls of 1 in ack Assaul model high lefield. At tl his model o re on the ba	to take M the Fight During in the ski he end of can assault attlefield th odels.	Aorale tests phase. deploymen es instead any of your t from abor hat is more	and re of placi Mover we – set than 9	-roll can set ng it on nent it up " away	Heirs rolls f ANG	of Azkaellon: You can re-roll failed hit for this model if it is within 6" of a BLOOD ELS Warlord.				

A C LOWER	T	ERI	MIN	JA]	ΓOR		NCE	EN	T		
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Terminator Ancient	5"	3+	3+	4	4	5	3	8	2+		
A Terminator Ancient is a	a single mo	del arm	ed with	a lightr	ning claw.		Page 1		And the state of the state		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES		
Lightning claw	Melee	Mel	ee		User	-2	1	You o	can re-roll failed wound rolls for this weapon.		
Thunder hammer									en attacking with this weapon, you must subtract 1 a the hit roll.		
WARGEAR OPTIONS	• This r	nodel m	ay repla	ce his l	lightning	claw wit	th a thun	ler hai	mmer.		
ABILITIES	And Th	ney Shal	l Know	No Fea	ar (pg 88)		2	Terminator Armour: This model has a 5+ invulnerable save.			
	Telepon up this placing Movem it up an away fr	nangel Standard: Friendly BLOOD ANGELS s within 6" of an Archangel standard add 1 to their lership characteristic, and you can re-roll failed hit for them in the Fight phase.									
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	ASTART	ES, BL	OOD A	NGE	LS		
KEYWORDS	CHAR	ACTE	D INE	ANTD	Y, ANC	IENT	TEDMI	NATO	D		

Power		DEA	ГН С	ON	1 P	AN	Y	
NAME	М	WS BS	S 1	[]	W	A	Ld	Sv
Death Company Marine	6"	3+ 3+	4 4	1	1	2	7	3+
								pany Marines (Power Rating +9) or up to It pistol, a chainsword, frag grenades and
WEAPON	RANGE	ТҮРЕ	[5 A	AP	D	ABILIT	TIES
Bolt pistol	12"	Pistol 1			0	1	-	
Boltgun	24"	Rapid Fire	1 4	1	0	1	-	
Hand flamer	6"	Pistol D3	3	3	0	1	Thisy	weapon automatically hits its target.
Inferno pistol	6"	Pistol 1	8	8 -	-4	D6	two d	target is within half range of this weapon, roll lice when inflicting damage with it and discard the st result.
Plasma pistol	When at	ttacking with t	nis weapon, o	choose	one c	of the pr	rofiles be	low.
- Standard	12"	Pistol 1	5	7-	-3	1	-	
- Supercharge	12"	Pistol 1	8	3 -	-3	2	On a	hit roll of 1, the bearer is slain.
Chainsword	Melee	Melee	Us	ser	0	1		time the bearer fights, it can make 1 additional c with this weapon.
Power axe	Melee	Melee	+	1 -	-2	1	-	
Power maul	Melee	Melee	+	-2 -	-1	1	-	
Power sword	Melee	Melee	Us	ser -	-3	1	-	
Thunder hammer	Melee	Melee	Х	2 -	-3	3		n attacking with this weapon, you must subtract 1 the hit roll.
Frag grenade	6"	Grenade D	5 3	3	0	1	-	
Krak grenade	6"	Grenade 1		5 -	-1	D3	-	
WARGEAR OPTIONS	power • Any m • Any m • The en	fist, power ma odel may repla odel may repla	ul or power ace his chain ace his chain ace his chain ake jump pa	sword. sword v sword a cks (Po	with a and b wer 1	a power olt pisto Rating	axe, pow ol with a +1 per 5	amer, inferno pistol, plasma pistol, power axe, wer fist, power maul or power sword. thunder hammer. models). If they do, their Move characteristic is words.
ABILITIES	Jump Pa	of placing then	uring deploy n on the battl	rment, i lefield. /	f the At the	entire u e end of	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	IMPER	RIUM, ADEP	TUS ASTA	RTES	, BL	OOD	ANGEI	LS, DEATH COMPANY
KEYWORDS	INFAN	TDV		1997		EI S		

			L	EN	IAR	TE					
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Lemartes	12"	2+ 3+		4	4	4	5	9	3+		
Lemartes is a single mod included in your army.	del armed wit	h the B	lood Cro	ozius, a	bolt pist	ol, frag	grenade	s and kr	rak grenades. Only one of this model may be		
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES		
Bolt pistol	12"	Piste	ol 1		4	0	1	-			
The Blood Crozius	Melee	Mel	ee		+2	-2	D3	-			
Frag grenade	6"	Gree	nade D6		3	0	1	-			
Krak grenade	6"	Gre	nade 1		6	-1	D3	-			
ABILITIES	And Th Fury Un failed hi COMPA	1bound t rolls in	: You ca n the Fig	n re-rol ht pha	l failed o se for fri	charge reendly D	olls and	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.		
	Guardian of the Lost: All friendly DEATH COMPANY units within 6" of Lemartes can use his Leadership instead of their own.										
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, BI	LOOD	ANGE	LS, DEATH COMPANY		
KEYWORDS	CHAR	ACTE	R. INF	ANTR	CHA	PLAIN	N. IUM	P PACI	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	TYPI			S	AP	D	ABILI	TIES				
Angelus boltgun	12"	Assa	ault 2		4	-1	1	-					
Inferno pistol	6"	lowest result.											
Plasma pistol	When a	When attacking with this weapon, choose one of the profiles below.											
- Standard	12"	12" Pistol 1 7 -3 1 - 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain.											
- Supercharge	12"	Piste	ol 1		8	-3	2	On a	hit roll of 1, the bearer is slain.				
Encarmine axe	Melee	Mel	ee		+1	-2	D3	-					
Encarmine sword	Melee	Mel	ee		User	-3	D3	-					
Power fist	Melee	Mel	ee		x2	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 repla	ce his a	ngelus b				pistol or a plasma pistol. nine axe or a power fist.				
ABILITIES	Heirs o models ANGEI Death M	f Azkae from th S Warld Mask: Er	llon: You is unit if ord. nemy ur	u can re Ethey a hits suff	r (pg 88) e-roll fail re within fer a -1 m in 3" of a	ed hit r 16" of a nodifier	BLOOD to their	this u battle this u on th	p Pack Assault: During deployment, you can set u unit high in the skies instead of placing them on the efield. At the end of any of your Movement phases unit can assault from above – set them up anywhen he battlefield that is more than 9" away from any ny models.				
	wearing	g a death	mask.		1.1.1		3.18						
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, Bl	LOOD	ANGE	LS				
KFYWNRNS	INFAN								the second se				



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 eq	luippe	d with tw	o Furio	so fists, a	ı storm l	bolter and a meltagun.			
WEAPON	RANGE	TYF	'E		S	AP	D	ABILI	TIES			
Heavy flamer	8"	He	avy D6		5	-1	1	This weapon automatically hits its target.				
Meltagun	12"	Ass	ault 1		8	-4	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.					
Storm bolter	24"	Ra	pid Fire 2	2	4	0	1	-				
Blood talons	Melee	Me	lee		x2	-3	D6	-				
Furioso fist	Melee	Me	lee		x2	-3	3		nodel is equipped with two Furioso fists, you can re- failed hit rolls when attacking with them.			
WARGEAR OPTIONS	• This n	nodel n	nay repla	ce its 1	storm bol meltagun smoke lau	with a ł	neavy fla	mer.	rapple.			
ABILITIES	a D6 be	es: If th fore ren t explore	is model noving thes, and e	he mo	uced to 0 del from 1 nit within	the battl	lefield;	any v smok next all hi	ke 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.			
					nove up to e Fight ph		en	a VE	na-grapple: If a model with a magna-grapple targets HICLE in the Charge phase, you can add 2 to its ge roll.			
FACTION KEYWORDS	IMPEI	RIUM	ADEP	TUS	ASTART	'ES, BI	LOOD	ANGE	LS, DEATH COMPANY			
									DREADNOUGHT			



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

Furioso Dreadnought A Furioso Dreadnought is WEAPON Frag cannon Heavy flamer	8" a single m RANGE 8"	3+ odel equ TYPI		6	7	0					
WEAPON Frag cannon	RANGE	-		• 1 •		8	4	8	3+		
Frag cannon		TYPI		with two	Furioso	o fists, a	storm b	olter and	id a meltagun.		
	8"		E		S	AP	D	ABILI	ITIES		
Heavy flamer		Assa	ault 2D6	,	6	-1	1	This	weapon automatically hits its target.		
	8"	Hea	vy D6		5	-1	1	This	weapon automatically hits its target.		
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-			
Meltagun	12"Assault 18-4D6If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard lowest result.										
Blood talons	Melee	ee Melee x2 -3 D6 -									
Furioso fist	Melee Melee x2 -3 3 If a model is equipped with two Furioso fists, you ca roll failed hit rolls when attacking with them.										
WARGEAR OPTIONS	 This n This n This n 	nodel m nodel m nodel m	ay repla ay repla ay repla	ce its tw ce its st ce its m	vo Furio orm bolt eltagun	so fists w ter with with a h	with bloo a heavy neavy flan	od talon flamer. mer.			
ABILITIES	 This model may replace its smoke launchers with a magna-grapple. 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. Magna-grapple: If a model with a magna-grapple Smoke Launchers: Once per battle, instead of shooting any weapons in the Shooting phase, this model can use smoke launchers if it is equipped with them; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. 										
	targets a to its ch			ne Cha	ige phas	e, you c	an aud 2				
FACTION KEYWORDS	IMPE	-		TUS A	START	'ES BI	OOD	ANGE	IS		
KEYWORDS					<u> </u>			-	DUGHT		

W Rower		B	BAA	LF	PRE	DA	ΓΟ]	R		DAMAGE Some of this model's it suffers damage, as			ange a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Baal Predator	*	6+	*	6	7	11	*	8	3+	6-11+	12"	3+	3
A Baal Predator is a single	model equ	lipped v	with a tw	vin assau	ult cann	on.			State.	3-5	6"	4+	D3
WEAPON	RANGE	ТҮР			S	AP	D	ABILI	ries	1-2	3"	5+	1
Flamestorm cannon	8"	Ass	ault D6		6	-2	2	This	weapon	automatically hits its ta	arget.		1
Heavy bolter	36"	Hea	avy 3		5	-1	1	-					
Heavy flamer	8"	1 7 8										0	
Twin assault cannon	24" Heavy 12 6 -1 1 -											1	
WARGEAR OPTIONS 💭						ult canno ers or two				nnon.			
ABILITIES	2 dice a	nd pick	the high	nest resu	ult.			any v its sn	veapons 10ke lau	chers: Once per battle, in the Shooting phase, unchers; until your next	this mode Shooting	el can use phase you	1
	a D6 be	fore rer t exploc	noving t les, and o	he mod	el from	wounds the battl n 6" suffe	efield;			ust subtract 1 from all h t target this vehicle.	it rolls for	ranged	
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	res, bi	.00D	ANGE	LS	N. 8 67.345	S 15- 24	RIEN	
KEYWORDS	VEHI	CLE, P	REDAT	OR, E	BAAL P	REDAT	TOR				125	24	

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.

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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.

			GA	BR	IEL	, SE	TH		
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gabriel Seth	6"	2+	2+	4	4	6	4	9	3+
Gabriel Seth is a single in your army.	model armed	with B	lood Rea	wer, a b	olt pistol	, frag gi	renades	and kral	k grenades. Only one of this model may be included
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Bolt pistol	12"	Pist	tol 1		4	0	1	-	
Blood Reaver	Melee	Me	lee		x2	-1	3		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 frier Gabriel	Slaugh ndly FL Seth.	nter: You ESH TE	i can re- ARERS	r (pg 88) roll faile units w	ed hit ro ithin 6"	FLES Gabr	rlwind of Gore: Roll a D6 each time a friendly SH TEARERS unit finishes its move within 6" of riel Seth when it consolidates; on a 6 that unit can ediately fight for a second and final time.	
FACTION KEYWORDS					START		ouro	FARFI	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 Champion ¹ (pg 24)
- Company Veterans ³ (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)

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- 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

D3 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.
Power				AZ	RA	EL						
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Azrael	6"	2+	2+	4	4	6	5	9	2+			
Azrael is a single model arr may be included in your ar		he Swoi	d of Sec	crets, th	ne Lion's	Wrath	, a bolt p	oistol, fi	rag grenades and krak grenades. Only one of this mode			
WEAPON	RANGE	ТҮРІ			S	AP	D	ABILI	ITIES			
Bolt pistol	12"	Piste	ol 1		4	0	1	-				
Lion's Wrath	When a hit rolls				pon, cho	ose on	e or botl	n of the	e profiles below. If you choose both, subtract 1 from all			
- Master-crafted boltgun	24"	Rap	id Fire 1		4	-1	2	-				
- Plasma gun	24" Rapid Fire 1				7	-3	1	This weapon can be supercharged by the bearer before firing. If they do so, increase the Strength and Damage of the weapon by 1 this turn. On any hit rolls of 1 when firin supercharge, the bearer is slain after all of the weapon's shots have been resolved.				
Sword of Secrets	Melee	Mel	ee		+2	-3	D3	the t	n time you make a wound roll of 6+ for this weapon target suffers a mortal wound in addition to any or damage.			
Frag grenade	6"	Gre	nade Dé	5	3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
ABILITIES	6 Grenade I 6 -1 D3 - Unforgiven (pg 107) Lion Helm: Azrael is accompanied by a relic bearer w carries the Lion Helm, an artefact that generates a po force field. As a result, all friendly DARK ANGELS units that are within 6" of Azrael. Within 6" of Azrael. Supreme Tactician: If your army is Battle-forged, you receive 1 additional Command Point if Azrael is											
FACTION KEYWORDS	your Wa		ADEP'	TUS A	ASTAR	TES, I	DARK A	ANGE	ELS, DEATHWING			
KEYWORDS									AZRAEL			

A POWER				BELI	AL					
NAME	М	WS	BS	S T	W	A	Ld	Sv		
Belial	5"	2+	2+	4 4	6	4	9	2+		
Belial is a single model :	armed with tl	he Swor	d of Silend	ce and a stor	rm bolter.	Only or	e of this	s model may be included in your army.		
WEAPON	RANGE	TYP	E	S	AP	D	ABILI	ITIES		
Storm bolter	24"	Rap	id Fire 2	4	0	1	-			
Lightning claw	Melee	Mel	ee	Use	r -2	1	mode	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.		
Sword of Silence	Melee	Mel	ee	+1	-3	2		s weapon always wounds on a 2+, unless the target i E HICLE .		
Thunder hammer	Melee	en attacking with this weapon, you must subtract 1 n the hit roll.								
WARGEAR OPTIONS		may rej shield.	place his s	torm bolter	and the S	word of	Silence v	with two lightning claws or a thunder hammer and		
ABILITIES		Battle:	You can r	e-roll hit ro ithin 6" of tl			Silen	rying Blade: If Belial is armed with the Sword of nce, your opponent must subtract 1 from hit rolls for cks that target him in the Fight phase.		
							Iron	Halo: Belial has a 4+ invulnerable save.		
		for frie		athwing: Yo THWING			Telep Belia	port Strike: During deployment, you can set up al in a teleportarium chamber instead of placing hir he battlefield. At the end of any of your Movement		
			A model e erable sav	quipped wit e.	h a storm	shield	phase anyw	ses Belial can teleport into battle – set him up where on the battlefield that is more than 9" from ar ny models.		
FACTION KEYWORDS	IMPEI	RIUM,	ADEPT	US ASTAI	RTES, D	ARK A	NGELS	S, DEATHWING		
KEYWORDS	CHARACTER, INFANTRY, GRAND MASTER, TERMINATOR, BELIAL									



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

				MM. I CORV				
NAME	М	WS I	BS S	T	W	A	Ld	Sv
Sammael on Corvex	14"	2+ 2	2+ 4	6	6	5	9	3+
Sammael on Corvex is a s equipped with a plasma c								es and krak grenades. His jetbike <i>Corvex</i> is led in your army.
WEAPON	RANGE	TYPE		S	AP	D	ABILITI	ES
Bolt pistol	12"	Pistol 1	l	4	0	1	-	
Plasma cannon	When at	ttacking w	ith this wea	pon, choc	se one c	of the pro	files bel	ow.
- Standard	36"	Heavy	D3	7	-3	1	-	
- Supercharge	36"	Heavy	D3	8	-3	2		nit roll of 1, the bearer is slain after all of this n's shots have been resolved.
Twin storm bolter	24"	Rapid	Fire 4	4	0	1	-	
Raven Sword	Melee	Melee		+1	-3	2		reapon has Strength x2 if Sammael charged in the ling Charge phase.
ABILITIES	Rites of	Battle: Yo	now No Fe u can re-ro units within	ll hit rolls	of 1 for	friendly		I Master of the Ravenwing: You can re-roll failed ls for friendly RAVENWING units within 6" of odel.
	Iron Ha	lo: This m	odel has a 4	1+ invulne	rable sa	ve.	2D6" t	Judgement: When this model Advances, add to its Move characteristic for that Movement phase d of rolling a dice.
FACTION KEYWORDS	IMPER	RIUM, AI	DEPTUS .	ASTART	ES, DA	RK AN	GELS,	RAVENWING
KEYWORDS	BIKER	, CHARA	ACTER, C	GRAND	MASTI	ER, FLY,	SAMN	MAEL

						AEI CLAW			
NAME	М	WS	BS	S	T	W	A 5	Ld	Sv
Sammael in Sableclaw	16"	2+	2+	4	6	7		9	3+
Sammael in Sableclaw is a twin heavy bolter. Only or							and Spee	der Sab	<i>leclaw</i> is equipped with a twin assault cannon and a
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Twin assault cannon	24"	Hea	avy 12		6	-1	1	-	
Twin heavy bolter	36"	Hea	avy 6		5	-1	1	-	
Raven Sword	Melee	Me	lee		+1	-3	2		weapon has Strength x2 if Sammael charged in the eding Charge phase.
ABILITIES	Rites of	Battle	l l Know : You car L S units	n re-roll	hit rolls	of 1 for	friendly	Shoo	eclaw: Enemy units can target this model in the ting phase even if it is not the closest model, despite ng a CHARACTER.
	Grand 1	Master for frie		avenwii	ng: You	can re-r		Expl	Halo: This model has a 4+ invulnerable save. odes: If this model is reduced to 0 Wounds, roll a D6 re removing it from the battlefield; on a 6 it explodes,
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	ES, DA	ARK AN	and e	each unit within 3" suffers a mortal wound.
KEYWORDS	CHAR	ACTE	R, VEF	IICLE,	GRAN	ID MA	STER,	LAND	SPEEDER, FLY, SAMMAEL

6 Power	Ι	NT	ERR	00	GA	ГО	R-C	CHA	APLAIN
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Interrogator-Chaplain	6"	2+	3+	4	4	5	3	9	3+
An Interrogator-Chaplain	is a single	model a	armed with	h a croz	zius arc	canum,	a bolt p	oistol, f	frag grenades and krak grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	LITIES
Bolt pistol	12"		ol 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	Whe from	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"	Gre	nade 1		6	-1	D3	-	
	• This n • This n	nodel m	nay take a j	jump p	ack (P		ating +	1). If it	t does, its Move characteristic is increased to 12" and i
ABILITIES	Unforg Rosariu		g 107) model has	s a 4+ ii	nvulne	rable s	ave.	with	ritual Leaders: All friendly DARK ANGELS units nin 6" of this model can use his Leadership instead of r own.
	the Figh	nt phase	t e: You car for friend s model.					a jun of pla	up Pack Assault: During deployment, if this model has mp pack, you can set it up high in the skies instead lacing it on the battlefield. At the end of any of your vement phases this model can assault from above – set
			: Enemy u their Lea					it up	o anywhere on the battlefield that is more than 9" away n any enemy models.
	IMPE	RIUM.	ADEPT	US AS	TART	TES, I	DARK	ANGE	ELS, DEATHWING
FACTION KEYWORDS		,							



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

2 .7 Powst	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+					
An Interrogator-Chaplain ir	n Termina	tor Arr	nour is a	ı single	model a	rmed	with a cr	ozius a	arcanum and storm bolter.					
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES					
Storm bolter	24"	Rap	id 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 1 the hit roll.					
WARGEAR OPTIONS							th a light ons warg	-	claw, a power fist, or an item from either the <i>Terminato</i>					
ABILITIES	Unforgi Rosariu			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		ndly D A	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 ne battlefield. At the end of any of your Movement es this unit can teleport into battle – set it up					
					vithin 6" ip chara			anyw	where on the battlefield that is more than 9" from any ny models.					
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, I	DARK A	NGE	ELS, DEATHWING					
KEYWORDS	CHAR	ACTE	R, INFA	ANTR	Y, CHA	PLA	IN, TEI	RMIN	ATOR, INTERROGATOR-CHAPLAIN					

	Ι	NT	ERI	RO		TO n bi		CHA	APLAIN
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Interrogator-Chaplain on Bike	14"	2+	3+	4	5	6	3	9	3+
An Interrogator-Chaplain Marine bike is equipped v				rmed	with a cr	ozius a	arcanum	ı, a bolt	pistol, frag grenades and krak grenades. His Space
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
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	ee		x2	-3	D3		en attacking with this weapon, you must subtract 1 1 the hit roll.
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	Weapo	ons list.	ay replae ay take a			ol with	a boltg	un, or a	n item from either the <i>Pistols</i> , <i>Combi-weapons</i> or <i>Mel</i>
ABILITIES	Unforg Rosariu		; 107) model h	as a 4+	· invulne	rable s	ave.		a of Dread: Enemy units within 6" of this model ract 1 from their Leadership characteristic,
		nt phase	e: You ca for frier s model.					withi	itual Leaders: All friendly DARK ANGELS units in 6" of this model can use his Leadership instead of own.
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	STAR	res, i	DARK	ANGE	ELS, DEATHWING
				1	1000	-			TOR-CHAPLAIN

			A	SN	ΛΟΓ)A						
NAME	М	WS	BS	S	т	W	A	Ld	Sv			
Asmodai	6"	2+	3+	4	4	5	3	9	3+			
Asmodai is a single model may be included			lades of	Reason	n, a croziu	is arca	inum, a	bolt pis	tol, frag 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	-				
Blades of Reason	Melee	Me	lee		User	0	D6	-				
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	Unforgi Rosariu		1.18	as a 4-	⊦ invulne	rable s	save.	Fight withi	nplar of Hate: You can re-roll failed hit rolls in the t phase for friendly DARK ANGELS units that are in 6" of Asmodai. In addition, increase the Attacks acteristic of friendly DARK ANGELS INFANTRY and			
	units wi	Spiritual Leaders: All friendly DARK ANGELS units within 6" of Asmodai can use his Leadership instead of their own.BIKER units by 1 whilst they are within 6" of Asmoda Aura of Dread: Enemy units within 6" of Asmodai sul 1 from their Leadership characteristic.										
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	ASTART	'ES, I	DARK	ANGE	LS, DEATHWING			
KEYWORDS	CHAR	ACTE	R. INF	ANTR	RY, CHA	PLA	IN. AS	MOD	N			

			I										
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Ezekiel	6"	2+	2+	4	4	5	3	9	2+				
Ezekiel is a single mode your army.	el armed with	Traitor's	Bane, th	ne Deliv	erer, fr	ag grei	nades a	nd krak	grenades. Only one of this model may be included in				
WEAPON	RANGE	TYP	E		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 Salvat	i on: Any					take	hic Hood: You can add 1 to Deny the Witch tests you for Ezekiel against enemy PSYKERS within 12".				
	that are	slain in	BIKER 1 the Fight	t phase	may pi	le in ai	nd mak	-	er of the Keys: Ezekiel has a 4+ invulnerable save.				
Psyker	psychic	Ezekiel can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. He knows the <i>Smite</i> power and three psychic powers from the Interromancy discipline (pg 107).											
FACTION KEYWORDS	IMPE	RIUM,	ADEPT	US AS	START	TES, I	DARK	ANGE	LS, DEATHWING				
KEYWORDS	СНАВ	ACTE		NTTDV	TIDI	DADI	ANT DO	VVED	, EZEKIEL				

4 4 rows	Ι	DEA	TH	IW	INC	G A]	PO]	ſĦIJ	ECARY			
NAME	М	WS	BS	S	T	W	A 2	Ld	Sv			
Deathwing Apothecary	5"	3+	3+	4	4	5		8	2+			
A Deathwing Apothecary i	s a single	model a	rmed wi	ith a sto	orm bolte	er.	-1.E		and the second states			
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES			
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-				
	invulne Telepon this mo placing Movem set it up from ar	rable sa et Strike del in a it on th ent pha a anywh ny enem	ve. :: Durin teleport e battlef ses this ere on tl y model	g deploy arium c ield. At model c ne battle s.	has a 5+ yment, y chamber the end can telep efield tha	ou can s instead of any o ort into at is mor	of f your battle – re than 9	heal of ANG Apot immo conta mode a 4+ " wour reviv for th as he can c each	Narthecium: At the end of any of your Movement phases, the Deathwing Apothecary can attempt to heal or revive a single model. Select a friendly DARK ANGELS INFANTRY or BIKER unit within 3" of the Apothecary. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If a Deathwing Apothecary fails to revive a model in this manner he can do nothing else for the remainder of the turn (shoot, charge, fight etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, DA	ARK AI	NGELS	, DEATHWING			
KEYWORDS	CHAR	ACTE	R, INE	ANTR	Y, APO	THEC	ARY, T	ERMI	NATOR			

Power	D	EA	TH	[W]	ING	AN	ICI	EN'	Т				
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Deathwing Ancient	5"	3+	3+	4	4	5	3	8	2+				
The Deathwing Ancient	is a single m	odel arr	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	D	ABILI	TIES				
Storm bolter	24"	Rap	id Fire	2	4	0	1	-					
Chainfist	Melee	Mel	ee		x2	-4		n attacking with this weapon, you must subtract 1 the hit roll.					
Lightning claw	Melee	Mel	ee		User	-2	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.						
Power fist	Melee	Melee Melee x2 -3 D3							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								m Shield: A model equipped with a storm shield ha invulnerable save.				
	DEATH within (Crux Te	Deathwing Company Banner: Friendly Teleport Strike: During deployment, you can set up DEATHWING units have +1 Attack while they are model in a teleportarium chamber instead of placin within 6" of any Deathwing company banners. model in a teleportarium chamber instead of placin Crux Terminatus: This model has a 5+ phases this model can teleport into battle – set it up invulnerable save. anywhere on the battlefield that is more than 9" from											
FACTION KEYWORDS	IMPEI	RIUM,	ADEF	TUS	ASTART	ES, DA	ARK A	NGELS	S, DEATHWING				
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, ANC	IENT,	TERM	INATO	DR				

6 tows	DI	EAT	ΉV	VIN	IG (CH	AM	PIC	DN		
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Deathwing Champion	5"	2+	3+	4	4	5	3	8	2+		
The Deathwing Champion	ı is a single	model	armed v	vith a h	alberd of	f Caliba	n. Only o	one of th	nis 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	time the bearer fights, it can make D3 additional ks with this weapon if the target unit contains 5 or e models.		
ABILITIES	Unforg Honou			can re-	roll faile	d hit ro		Terminator Armour: This model has a 5+ invulnerable save.			
	for this CHAR	model i	in the Fi . In add	ght pha ition, th	se if it ta is mode when po	rgets a l must a		mode on th phase anyw	bort Strike: During deployment, you can set up this el in a teleportarium chamber instead of placing it he battlefield. At the end of any of your Movement es this model can teleport into battle – set it up where on the battlefield that is more than 9" from enemy models.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING										
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, TER	MINA	FOR, D	EATH	WING CHAMPION		

12 Power		TEF				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+		
Deathwing Sergeant	5"	3+	3+	4	4	2	3	9	2+		
This wait contains 1 Deather	in a Cana	a a m to a m d	1 1 Deet			and It as	المعام المعا	1	- Addition	1 Deetherin	- Tomatio

This unit contains 1 Deathwing Sergeant and 4 Deathwing Terminators. It can include up to 5 additional Deathwing Terminators (**Power Rating +12**).

• Each Deathwing Terminator is armed with a power fist and a storm bolter.

• The Deathwing Sergeant is armed with a power sword and storm bolter. WEAPON RANGE TYPE AP D ABILITIES S Plasma cannon When attacking with this weapon, choose one of the profiles below. - Standard 36" Heavy D3 -3 7 1 On a hit roll of 1, the bearer is slain after all of this - Supercharge 36" Heavy D3 -3 2 8 weapon's shots have been resolved. Storm bolter 24" Rapid Fire 2 0 1 4 When attacking with this weapon, you must subtract 1 Chainfist Melee Melee x2 2 -4 from the hit roll. You can re-roll failed wound rolls for this weapon. If a Lightning claw Melee Melee User -2 1 model is armed with two lightning claws, each time it fights it can make 1 additional attack with them. When attacking with this weapon, you must subtract 1 Power fist Melee Melee x2 -3 D3 from the hit roll. Power sword Melee Melee User -3 1 When attacking with this weapon, you must subtract 1 Thunder hammer Melee Melee x2 -3 3 from the hit roll. • Any model may replace all of its weapons with two lightning claws or a thunder hammer and storm shield. WARGEAR OPTIONS • Any model may replace its power fist with a chainfist. · For every five models in the squad, one Deathwing Terminator may take a plasma cannon or an item from the Terminator Heavy Weapons list. • This unit may be accompanied by a Watcher in the Dark. Unforgiven (pg 107) Terminator Armour: Models in this unit have a 5+ ABILITIES invulnerable save. Watcher in the Dark: Once per game, if an enemy psychic power affects a unit of Deathwing Terminators Storm Shield: A model equipped with a storm shield that is accompanied by a Watcher in the Dark, roll has a 3+ invulnerable save. a dice. On a 3+ the power has no effect on this unit (all other targets are affected normally). Remove the Teleport Strike: During deployment, you can set up this Watcher in the Dark model from play after this roll has unit in a teleportarium chamber instead of placing it been made, whether successful or not. The Watcher on the battlefield. At the end of any of your Movement in the Dark model must always remain as close to this phases this unit can teleport into battle - set it up unit as possible, but is otherwise ignored for all other anywhere on the battlefield that is more than 9" from gaming purposes. Remove the Watcher in the Dark if any enemy models. this unit is slain. FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, DEATHWING KEYWORDS INFANTRY, TERMINATOR, DEATHWING TERMINATOR SQUAD

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	D	EA	TH	WI	NG	KN	NIG]	ΗT	'S		
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Deathwing Knights	5"	3+	3+	4	4	2	2	8	2+		
Knight Master	5"	3+	3+	4	4	2	3	9	2+		
This unit contains 4 Death • Each Deathwing Knight • The Knight Master is arr	is armed w	vith a m	nace of a	bsolutio	on and a s	storm sh	hield.	dditior	nal Deathwing Knights (Power Rating +12).		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES		
Flail of the Unforgiven	Melee Melee				+2	-3	2	keep unit	ess damage from this weapon is not lost; instead, allocating damage to another model in the target until either all the damage has been allocated or the et unit is destroyed.		
Mace of absolution	Melee	Mel	lee		x2	-2	3	-			
WARGEAR OPTIONS	• This u	nit may	be acco	ompanie	d by a W	Vatcher i	in the Da	rk.			
ABILITIES	Unforgi Storm S invulnet	Shield: 1	Models	in this u	ınit have	a 3+		Watcher in the Dark: Once per game, if an enemy psychic power affects a unit of Deathwing Knights that is accompanied by a Watcher in the Dark, roll a dice. On a 3+ the power has no effect on this unit (all other targets are affected normally). Remove the Watcher in the Dark model from play after this roll has been made, whether successful or not. The Watcher in the Dark model must always remain as close to this unit as possible, but is otherwise ignored for all other gaming purposes. Remove the Watcher in the Dark if this unit is slain.			
	up this placing Moveme	unit in a it on th ent pha ywhere	a telepon le battlef leses this on the b	rtarium field. At unit can pattlefiel	yment, yo chamber the end o teleport ld that is	r instead of any o t into ba	d of of your attle – set				
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	'ES, DA	ARK AN	GELS	S, DEATHWING		
KEYWORDS	INFANTRY, TERMINATOR, DEATHWING KNIGHTS										



	M	WS	BS	S	T	W	A	Ld	Sv		
Ravenwing Apothecary	14"	3+	3+	4	5	5	3	8	3+		
A Ravenwing Apothecary i is equipped with a plasma t		model a	rmed w	ith a C	orvus ha	mmer, a	bolt pis	tol, fraș	g grenades and krak grenades. His Space Marine	e bike	
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	LITIES		
Bolt pistol	12"	Pist			4	0	1	-			
Plasma talon	When a	ittacking	g with th	is weaj	pon, cho	ose one	of the pi	ofiles t	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 apon's shots have been resolved.		
Ravenwing grenade launcher	When a	ıttackinş	g with th	is weaj	pon, cho	ose one	of the pi	ofiles b	below.		
- 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		h wound roll of 6+ made for this weapon causes nage instead of 1.	D3	
Frag grenade	6"	Gre	nade De	5	3	0	1	-			
Krak grenade	6"	Gre	nade 1		6	-1	D3	-			
WARGEAR OPTIONS	• This r	nodel m	ay repla	ce his j	plasma ta	lon witl	h a Rave	nwing	grenade launcher.		
ABILITIES	Turbo - rolling a Narthe revive a If that u wounde model i manner of the fa	boost: V a dice. cium: A single r unit cont ed mode s return he can allen wa	When th t the en- nodel. S tains a w els but or ed to th do noth rrior. A	is mod d of an elect a vounde ne or n e unit v ing els unit ca	y of your friendly d model, nore of it with 1 wo e for the n only be	ces, add Movem DARK it immo s model s model ound rer remainc e the tar	nent pha ANGEL ediately s have be naining. ler of the get of th	ses, the S INFA regains een slai If a Ra e turn (e Narth	characteristic for that Movement phase instead e Ravenwing Apothecary can attempt to heal or ANTRY or BIKER unit within 3" of the Apothec s D3 lost wounds. If the chosen unit contains no in during the battle, roll a D6. On a 4+ a single s avenwing Apothecary fails to revive a model in t (shoot, charge, fight etc.) as he recovers the gene hecium ability once in each turn.	cary. lain his	
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS, RAVENWING										

NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Ravenwing Ancient	14"	3+	3+	4	5	5	3	8	3+			
The Ravenwing Ancient i equipped with a plasma t									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	ittacking	g with th	is weap	on, cho	ose one	of the p	rofiles be	elow.			
- Standard	18"	Ass	ault 2		7	-3	1	-				
- Supercharge	18"	Ass	ault 2		hit roll of 1, the bearer is slain after all of this on's shots have been resolved.							
Ravenwing grenade launcher	When a	When attacking with this weapon, choose one of the profiles below.										
- 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		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	nade 1		6	-1	D3	-				
WARGEAR OPTIONS	• This n	nodel m	ay repla	ce his pl	asma ta	lon wit	h a Rave	nwing g	renade launcher.			
ABILITIES	Sacred	And They Shall Know No Fear, Jink (pg 107) Turbo-boost: When this model Advances, add 6" to Move characteristic for that Movement phase instead Sacred Standard: Friendly RAVENWING units have +1 Attack while they are within 6" of any sacred standards. rolling a dice.										
FACTION KEYWORDS								NGELS	S, RAVENWING			
KEYWORDS			RACT									

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tower	KA	VENW	ING	CH	AMI	210						
NAME	М	WS BS	S T	W	A	Ld	Sv					
Ravenwing Champion	14"	2+ 3+	4 5	5	3	8	3+					
The Ravenwing Champion is equipped with a plasma							grenades and krak grenades. His Space Marine bike					
WEAPON	RANGE	TYPE	S	AP	D	ABILIT	TIES					
Bolt pistol	12"	Pistol 1	4	0	1	-						
Plasma talon	When at	tacking with this	s weapon, ch	loose one	of the pro	files be	low.					
- Standard	18"	Assault 2	7	-3	1	-						
- Supercharge	18"	Assault 2	8	-3	2		hit roll of 1, the bearer is slain after all of this on's shots have been resolved.					
Blade of Caliban	Melee	Melee	+3	-3	D3	-						
Frag grenade	6"	Grenade D6	3	0	1	-						
Krak grenade	6"	Grenade 1	6	-1	D3	-						
ABILITIES	Turbo-b	And They Shall Know No Fear, Jink (pg 107)Honour or Death: You can re-roll failed hit rolls for this model in the Fight phase if it targets a CHARACTER.Turbo-boost: When this model Advances, add 6" to its Move characteristic for that Movement phase instead ofIn addition, this model must always perform a Heroic Intervention when possible.										
FACTION KEYWORDS	IMPER	IUM, ADEPT	US ASTAR	RTES, D	ARK AN	GELS	, RAVENWING					
KEYWORDS	BIKER, CHARACTER, RAVENWING CHAMPION											

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RAVENWING BIKE SQUAD

			te d'Anna de					2 P.		
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	÷,	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	ТҮРЕ	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 Rav • Up to t	wo Ravenwing Bik	may replace l ers may take	his bol an iter	t pistol w m from ti	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-bo	y Shall Know No post: When this un tracteristic 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	UM, ADEPTU	S ASTARTI	ES, D	ARK AN	NGELS, RAVENWING
KEYWORDS	BIKER,	RAVENWING	BIKE SQU	AD		



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

A 3	R	RAVE F	NW			ГТА	CK				
NAME	M	WS BS		I SQ	W	A	Ld	Sv			
Ravenwing Attack Bike	14"	3+ 3+	4	5	4	4	7	3+			
Attack Bikes (Power Rati a bolt pistol, frag grenades	ng +6). Eacl s and krak g	n model is ec renades.		rith a twi	n boltgu	in and a	heavy b	e (Power Rating +3) or 2 adc ter, and is crewed by two Dar			
WEAPON	RANGE	TYPE		S	AP		ABILI	S			
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	arget is within half range of the comparison of			
Twin boltgun	24"	Rapid fir	e 2	4	0	1	-				
Frag grenade	6"	Grenade	D6	3	0	1	-				
Krak grenade	6"	Grenade	1	6	-1	D3	-				
WARGEAR OPTIONS	• Any m	odel may re	place its h	eavy bol	ter with	a multi-	melta.		State Bass		
ABILITIES	 Any model may replace its heavy bolter with a multi-melta. And They Shall Know No Fear, Jink (pg 107) Turbo-boost: When this unit Advances, add 6" to Move characteristic for that Movement phase inst rolling a dice. 										
FACTION KEYWORDS	IMPER	RIUM, ADI	EPTUS A	START	TES, DA	ARK A	NGELS	RAVENWING			
KEYWORDS	BIKER	, RAVENW	VING A	ГТАСК	BIKE	SQUAL)		1. 1. 1. 1. 1. 1. 1.		

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RAVENWING LAND SPEEDERS

NAME	М	WS	BS	S T	W	A	Ld	Sv					
Ravenwing Land Speeder	16"	3+	3+	4 5	6	2	7	3+					
This unit contains 1 Ravenw model is equipped with a he			r. It can in	clude up to	4 additic	onal Rave	nwing La	and Speeders (Power Rating +6 per model). Each					
WEAPON	RANGE	TYPI	E	S	AP	D	ABILIT	ES					
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 v	veapon automatically hits its target.					
Multi-melta	24"	Hea	vy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard lowest result.						
Typhoon missile launcher	When a	When attacking with this weapon, choose one of the profiles below.											
- Frag missiles	48"	Hea	vy 2D6	4	0	1	-						
- Krak missiles	48"	Hea	vy 2	8	-2	D6	-						
WARGEAR OPTIONS	• Any n		ay take an					a heavy flamer. oon missile launcher, a heavy bolter or					
ABILITIES	And Th	ey Shal	l Know No	Fear, Jink	(pg 107)		-	des: If a model in this unit is reduced to 0 wounds, D6 before removing it from the battlefield.					
	Anti-grav Upwash: Models in this unit have a Move characteristic of 20", instead of 16", whilst their unit contains 3 or more models.												
FACTION KEYWORDS	IMPE	RIUM,	ADEPTU	JS ASTAI	RTES, D	ARK A	NGELS,	RAVENWING					
KEYWORDS	VEHICLE, LAND SPEEDER, FLY, RAVENWING LAND SPEEDER												

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T Towns	F	RAV	EN	WI	NG	DA	ARF	KSH	IROUD
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Ravenwing Darkshroud	12"	3+	3+	4	6	9	3	8	3+
A Ravenwing Darkshroud	is a single	model	equippe	d with a	heavy b	olter.			No. 4 Contraction of the second
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Assault cannon	24"	Hea	wy 6		6	-1	1	-	
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-	
WARGEAR OPTIONS	• This r	nodel m	ay repla	ce its he	eavy bol	ter with	an assat	ilt cann	on.
ABILITIES	from an	Old Ca by hit ro riendly 1	lls they	make fo	r shoot i	nust subi ng attacl vithin 6"	ks 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	START	ES, DA	ARK A	NGELS	S, RAVENWING
KEYWORDS	VEHI	CLE, L	AND S	PEED	ER, FL	, RAV	ENWI	NG DA	ARKSHROUD

1 9 Power	N	EP	HII	LIM	I JE'	TFI	GH	TE	R	DAMAGE Some of this model's it suffers damage, as	s characteristi shown below	cs change		
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 bolt	er, a twi	n heavy	bolter,	3-5 1-2	20-35" 20"	4+ 5+		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			3		
Avenger mega bolter	36"	Hea	wy 10		6	-1	1	-						
Blacksword missile launcher	36"	Hea	wy 1		7	-3	2	-						
Twin heavy bolter	36"	Hea	ivy 6		5	-1	1	-						
Twin lascannon	48"	Hea	ivy 2		9	-3	D6	-						
WARGEAR OPTIONS	• This r	nodel m	ay repla	ce its a	venger n	nega bol	ter with	a twin l	ascanno	n.				
ABILITIES	it on th how far straight the init its Mov	onic: Ea e spot u the mo t forward ial pivot e charac	p to 90° del mov ds. Note . When cteristic	(this do es), and that it this mo	odel mov oes not c l then m cannot p odel Adv until the	ontribut ove the vivot aga ances, ir	te to model in after ncrease	wher cann Cras roll a on a	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.					
	Hard to hit rolls	 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. Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or l attacked in the Fight phase by units that can FLY. 												
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, DA	ARK A	NGELS	, RAV	ENWING	1. 17 24			
KEYWORDS	VEHI	CLE, F	LY, NE	PHILI	M JETI	FIGHT	ER	11.10	1243	111 11 15 18	5.13.191			

9 Powet		RA	VE	NV TA	VIN ALO	G I N	DAR	RK		DAMAGE Some of this m it suffers dama	odel's char ge, as show	racterist vn belov	ics change v:	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	RIFT VORTI	
Ravenwing Dark Talon	*	6+	*	6	6	10	3	8	3+	6-10+	20-40"	3+	3+	
A Ravenwing Dark Talon	is a single 1	model e	quipped	with tw	vo hurric	ane bol	ters and a	a rift ca	nnon.	3-5 1-2	20-30" 20"	4+ 5+	4+ 5+	
WEAPON	RANGE	ТҮР			S	AP	D	ABILI		1-2	20	5+	5+	
Hurricane bolter	24"		- oid Fire 6		4	0	1	-						
Rift cannon ABILITIES	18"Heavy D310-33If a unit suffers any damage from this weapon, roll a dice and consult the damage table above. If the result equals or beats the relevant number in the Rift Vortex column, the target unit suffers a further D3 mortal wounds.Jink (pg 107)Supersonic: Each time this model moves, first pivot it												equals olumn, s.	
	a stasis Movem moved, roll a D maximu unit suf Hover J Movem Move cl phase, a	bomb a: ent pha pick on 6 for eau am of 10 ffers a m Jet: Befor ent pha haracter and it lo ponic abil	s it flies of se. After e enemy ch mode dice). H ortal wo ore this n se, you c ristic bec ses the A ities unt	over an the Ra unit th l in the or each und. nodel n an decl omes 2 irborn	this mod enemy u venwing hat it flew enemy u n roll of a noves in y are it wil 0" until t e, Hard t eginning	nit in it Dark Ta voer. T unit (up 4+, the your l hover. he end o o Hit ar	s alon has hen, to a target Its of the ad	far th forwa pivot chara roll a Cras roll a on a suffe: Airb charg	ne model ards. Not When the acteristic dice. h and Bu D6 befo 6 it crash rs D3 mo orne: The ged by un	p to 90° (this doe I moves), and the te that it cannot p this model Advar by 20" until the urn: If this mode ore removing the nes and explodes, ortal wounds. his model cannot nits that can FLY he Fight phase by	n move the pivot again nces, increa end of the p l is reduced model from , and each u charge, can , and can o	model after the se its M phase – l to 0 wo n the ba unit with n only be nly attac	straight e initial ove do not punds, ttlefield; hin 6" e k or be	
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.								Strafing Run: You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that cannot FLY .					
FACTION KEYWORDS	IMPE	RIUM,	ADEP	rus A	START	ES, DA	ARK AN	IGELS	5, RAVE	ENWING				
KEYWORDS					ING D	ADIZIT				1	1.			



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

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7		RA	VE		/IN			CK	
		wn			lGŀ			1.4	
NAME	M	WS	BS	S		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+
	ional Rave	enwing	Black K	nights ((Power R	ating +	17). Ead	ch mode	up to 2 additional Ravenwing Black Knights (Powe el is armed with a Corvus hammer, a bolt pistol, frag on.
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	ITIES
Bolt pistol	12"	Pist			4	0	1	-	
Plasma talon		ttacking	g with th	nis weap	oon, choo	ose 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	nis weap	oon, choo	ose one	of the p	•	
- 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"		nade De	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	le launc avenwir lance.	her. 1g Hunt	master		ace his	Corvus		may replace his plasma talon with a Ravenwing r with a power sword, power axe, power maul or
ABILITIES	And Th	ey Shal	l Know	No Fea	r, Jink (p	og 107)		Mov	Do-boost: When this unit Advances, add 6" to its re characteristic for that Movement phase instead of ng a dice.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, DA	ARK A	NGEL	S, RAVENWING
KEYWORDS	1000				ACK K	_			

4 6	C	RA	VE	NV	VIN	GI		ND.			
NAME	M	WS	BS	ER S	V EJ	NG. W	EAT A		Sv		
Ravenwing Land Speeder Vengeance	12"	3+	3+	4	6	9	3	8	3+		
A Ravenwing Land Speeder	Vengean	ce is a s	ingle mo	odel equ	ipped w	rith a he	avy bolt	er and a	plasma storm battery.		
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	ries		
Assault cannon	24"	Hea	vy 6		6	-1	1	-			
Heavy bolter	36"	Hea	vy 3		5	-1	1	-			
Plasma storm battery	When attacking with this weapon, choose one of the profiles below.										
- 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	eavy bolt	ter with	an assau	ilt canno	on.		
ABILITIES	And Th	ney Shal	Know	No Fea	r, Jink (p	og 107)	17-21	28/974			
	-				ced to 0 D6" suf				e removing it from the battlefield. On a 6 it		
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, DA	ARK A	NGELS	, RAVENWING		
KEYWORDS	VEHI	CLE, L	AND S	PEED	ER, FLY	, RAV	ENWI	NG LA	ND SPEEDER VENGEANCE		



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

20				RT DE		SS TIC	OF DN			DAMAGE Some of this model's chara 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.	is a single	model e	quipped	with a t	win Ica	arus lasc	annon a	nd a		11-20 1-10	6+ 7+
WEAPON	RANGE	TYP	<u>E</u>		S	AP	D	ABILI	TIES		<u>7</u>
Heavy bolter	36"	Hea	vy 3		5	-1	1	-			
Redemption missile silo	When a	ttacking	g with th	is weapo	on, cho	ose one	of the pi	ofiles be	elow.		
- 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 weapor an FLY . Subtract 1 from the 1 on against all other targets.	
WARGEAR OPTIONS	• This n	nodel m	ay take	up to fou	ır heavy	y bolters			1910		
ABILITIES	 This model may take up to four heavy bolters. Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if there are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model. Automated Weapons: Unless a friendly unit is embarked inside this model, each of its weapons can only target the nearest visible enemy. If two units are equally close, you may choose which is targeted. Fire Points: 15 models embarked in this model can shoot in their Shooting phase, measuring and drawing line of sight from any point on this model. They can do 									n the battlefield ark. On a 6 its 2D6" suffers remove this royed (because, regardless of wrecked – from	
TRANSPORT	line of s this eve	ight fro n if ene	m any p my mod	oint on t els are w	ithin 1	of this	model.	St.	CTER	and one other INIDANTDY	mit um to a
TRANSPORT	line of s this eve This mo maximu	ight fro n if ene odel can 1m of 30 er's Not	m any po my mode transpo) models e: When	oint on t els are w rt any nu you emi	ithin 1' umber o bark mo	" of this of INFA odels ont	model. NTRY (CHARA ress of R	edempti	and one other INFANTRY u on, you may find it useful to <u>p</u> ication.	
TRANSPORT FACTION KEYWORDS	line of s this eve This mo maximu Designo	ight fro n if ener odel can am of 30 er's Not a the bat	m any po my model transpo) models e: When tlements	oint on t els are w rt any nu you emi	ithin 1' umber o bark mo	" of this of INFA odels ont	model. NTRY (CHARA ress of R	edempti	on, you may find it useful to p	



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 Crusader¹ (pg 59)
- Land Raider Excelsior ¹ (pg 61)
- Land Raider Redeemer¹ (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 <u>da</u>tasheet (pg 14)
- 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

D3 PSYCHIC POWER

Storm Caller

Storm Caller has a warp charge value of 6. If manifested,
then until the start of your next Psychic phase, the psyker and any friendly SPACE WOLVES units within 6" of him gain the benefit of being in cover.

Tempest's Wrath

Tempest's Wrath has a warp charge value of 6. If manifested,
pick an enemy unit within 18" of the psyker. Your opponent must subtract 1 from any hit rolls they make for that unit until the start of your next Psychic phase.

Jaws of the World Wolf

Jaws of the World Wolf has a warp charge value of 7. If manifested, pick an enemy unit within 18" of the psyker,

3 interfected, piece an energy unit within 10° of the psycer,
 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

won claw

SPACE WOLVES SPECIAL WEAPONS

- Flamer
 Plasma gun
- Meltagun

SPACE WOLVES HEAVY WEAPONS

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- 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	INA	R	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Logan Grimnar	5"	2+	2+	4	4	7	5	9	2+
Logan Grimnar is a sing	le model arm	ned witl	n the Axe	Mork	ai and a	storm b	olter. Yo	our army	v can only include one LOGAN GRIMNAR.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-	
The Axe Morkai	When a	ittackin	g with th	is weap	oon, cho	ose one	of the p	orofiles 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 1 the hit roll.
ABILITIES	Chapte friendly Logan (High K	r Master SPACI Grimna ing of I	Fenris: Ye ly WOLF	n re-ro ES uni ou do r	oll failed ts that ar not need	hit rolls re within to take	n 6" of Morale	Telep Loga of pl your to ar on th	of Russ: Logan Grimnar has a 4+ invulnerable save. port Strike: During deployment, you can set up an 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 rrive on the battlefield – set him up anywhere he battlefield that is more than 9" away from any ny models.
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	ГUS A	START	'ES, SF	PACE V	VOLVE	S
KEYWORDS	CHAR	ACTER	. INFAN	TRY. C	CHAPTI	ER MAS	STER. 1	ERMIN	ATOR, WOLF LORD, LOGAN GRIMNAR

		L			GF orm			R		DAMAGE Some of this n it suffers dama		naracteristics change a own below:	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	ADDITIONAL ATTACKS	
Logan Grimnar on Stormrider	*	2+	2+	4	6	12	5	9	3+	7-12+	10" 7"	6 5	
Logan Grimnar on <i>Stormri</i> with the Axe Morkai and a Thunderwolves, Tyrnak an include one LOGAN GRIM	storm bol d Fenrir, v	ter. Storn	nrider is	s drawr	n into ba	ttle by t	he High	King's t	rusty		4"	4	
WEAPON	RANGE	ТҮРЕ			S	AP	D	ABILI	TIES				
Logan Grimnar													
Storm bolter	24"	Rapi	d Fire 2		4	0	1	-					
The Axe Morkai	When a	ttacking	with th	is weap	on, cho	ose one	of the p	ofiles be	elow.				
- One-handed	Melee	Mele	ee		+2	-3	D3	-					
- Two-handed	Melee Melee x2 -3 3								n attacki the hit i	ing with this wea roll.	pon, you	must subtract 1	
Tyrnak and Fenrir Flurry of teeth and claws	Melee	Mele	ee		5	-1	1	you of ad	can attac ditional	Grimnar makes l k with Tyrnak ar attacks as shown this weapon prof	nd Fenrir. 1 in the d	Make a number	
ABILITIES	And Th	ney Shall	Know	No Fea	r (pg 13	0)			0			invulnerable save.	
	Chapter Master: You can re-roll failed hit rolls for friendly SPACE WOLVES units that are within 6" of Logan Grimnar.								High King of Fenris: You do not need to take Morale tests for friendly WOLF GUARD units within 6" of Logan Grimnar.				
	Alpha I this mo		rs: You c	an re-r	oll failed	l charge	rolls for						
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, SP	ACE W	OLVE	S	the book and			
KEYWORDS	CHARACTER, VEHICLE, CHAPTER MASTER, STORMRIDER, WOLF LORD, LOGAN GRIMNAR												

S 8 Power					LF L unde				
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Wolf Lord on Thunderwolf	10"	2+	2+	4	5	7	4	9	3+
A Wolf Lord on Thunderwo Thunderwolf, who attacks v					t chainswo	ord, bol	t pistol,	frag grei	nades and krak grenades. He rides to battle atop a
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	pon, choc	se one	of the p	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.
Chainsword	Melee	Mel	Melee		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	-	
Thunderwolf									
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 tional attacks, using this weapon profile.
WARGEAR OPTIONS	• This n	10del m	ay repla	ce its b		with a t	oltgun,	f rom the plasma	Space Wolves Melee Weapons list. pistol, storm shield or an item from the Space
ABILITIES	And Th	ey Shal	I Know	No Fea	r (pg 130)		Belt	of Russ: This model has a 4+ invulnerable save.
					hit rolls o 6" of this		•		n Shield: A model equipped with a storm shield 3+ invulnerable save.
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	START	ES, SP	ACE W	VOLVES	S
KEYWORDS					, THUN		-		



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

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RAGNAR BLACKMANE

	지수는 것이 있는 것이 있는 것이 있는 것이 같이	والمراجع والمرجع والمرجع					والمتحولة المتحو		1 - <u>1</u>	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Ragnar Blackmane	6"	2+	2+	4	4	5	5	9	3+	
Svangir	12"	3+	7+	4	4	1	3	4	6+	
Ulfgir	12"	3+	7+	4	4	1	3	4	6+	

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

• Ragnar's unit may include his two loyal Fenrisian Wolves, Svangir and Ulfgir (**Power Rating** +1). Svangir and Ulfgir attack with their teeth and claws.

WEAPON	RANGE	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	Belt of R invulnera War How for friend	y Shall Know No F uss: Ragnar Blackn able save. vl: You can re-roll f lly SPACE WOLVE blackmane.	nane has a 4 ailed charge	+ rolls	of	Jarl of Fenris: You can re-roll hit rolls of 1 for friendly SPACE WOLVES units within 6" of Ragnar Blackmane. Insane Bravado: Ragnar Blackmane can perform a Heroic Intervention if he is within 6" of an enemy unit instead of only 3", and if he does so he can move 6" rather than 3".
FACTION KEYWORDS	IMPER	IUM, ADEPTUS	ASTART	es, sp	ACE W	VOLVES
KEYWORDS	CHARA	ACTER, INFANT	'RY, WOL	F LOF	RD, RA	GNAR BLACKMANE

그는 것에서 집에 가지 않는 것이 같이 많이 많이 많이 것 같아. 집에 집에 많이		KROM	DRAG	ONGAZE
---	--	------	------	--------

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Krom Dragongaze	6"	2+	2+	4	4	5	5	9	3+
Krom Dragongaze is a sin included in your army.	gle model a	rmed wi	th Wyrm	nclaw, a	bolt pis	stol, frag	g grenade	es and k	rak grenades. Only one of this model may be
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	nes
Bolt pistol	12"	Pisto	ol 1		4	0	1	-	
Wyrmclaw	Melee	Mele	ee		+2	-2	D3	-	
Frag grenade	6"	Grei	nade D6		3	0	1	-	
Krak grenade	6"	Grei	nade 1		6	-1	D3	-	
ABILITIES	Jarl of I	F enris : Y	Know N You can re ES units y	e-roll h	Drago their	Tierce-eye: Enemy units that are within 3" of Krom ongaze at the start of the Morale phase must reduce Leadership by 1 for the duration of the phase.			
							0 0	Belt o	of Russ: Krom Dragongaze has a 4+ nerable save.

FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES	5.4.8
KEYWORDS	CHARACTER, INFANTRY, WOLF LORD, KROM DRAGONGAZE	メリ病

	H	IAI	RAL	D I	DE.	٩TF	HWO	DLF	
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Harald Deathwolf	10"	2+	2+	4	5	7	4	9	3+
Harald Deathwolf is a single Icetooth, who attacks with e									grenades. He rides to battle atop his Thunderwol in your army.
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILIT	IES
Harald Deathwolf									
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Glacius	Melee	Me	lee		+2	-2	2	weapo	odel suffers any unsaved wounds from this on but is not slain, roll a D6; on a 6, the target 's a mortal wound.
Frag grenade	6"	Gre	nade D6	i	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
Icetooth									
Crushing teeth and claws	Melee	Me	lee		5	-1	1	attack	a model on this mount makes its close combat s, you can attack with its mount. Make 3 ional attacks, using this weapon profile.
ABILITIES		Citra I		No Fear					f Fenris: You can re-roll hit rolls of 1 for friendly E WOLVES units within 6" of Harald Deathwol
	Harald placing Movem so that	Deathw him on ent pha ne is wi	olf ready the battl ses he ca thin 12" o	n join th of any ba	ank his t the er e battle ttlefiele	prey in nd of an e – set h d edge c	istead of by of your him up	units a Cyber	of the Wolfkin: All friendly THUNDERWOLF and friendly units of Fenrisian Wolves or wolves within 6" in the Morale phase can use d Deathwolf's Leadership instead of their own.
		Shield: 1	Harald D	Deathwolf				throw	le of the Troll King: Add 1 to any saving s you make for Harald Deathwolf against ing attacks.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS AS	TART	'ES, SP	PACE W	OLVES	
KEYWORDS	CAVAI	RY. C	HARA	CTER.	THUN	JDERV	VOLE V	VOLE	LORD, HARALD DEATHWOLF



		C	ANI	IS V	NO]	LFB	BOR	N	
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 1 Thunderwolf, Fangir, who a									krak grenades. He rides to battle atop his be included in your army.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ries
Canis Wolfborn									
Bolt pistol	12"	Pist	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"	Gre	nade D6	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
Fangir									
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 ional attacks, using this weapon profile.
ABILITIES	And Th	ey Shal	Know	No Fea	r (pg 130))			a Predator: You can re-roll failed charge rolls for Wolfborn.
	claws or phase fo Fenrisia	crushin or all fri n Wolve	ng teeth endly m es or Cy	and cla odels in berwol	e 1 addit ws attac n THUN ves units rt of the	k 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				11.00	START	-	ACE W	VOLVES	S
KEYWORDS						-			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.

			RU	JNE	E PF	RIE	ST					
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Rune Priest	6"	2+	3+	4	4	4	3	9	3+			
A Rune Priest is a single	e model armec	l with a	runic ax	e, bolt p	oistol, fra	ıg gren	ades and	krak gr	renades.			
WEAPON	RANGE	TYPI			S	AP	D	ABILI	TIES			
Bolt pistol	12"	Pist	ol 1		4	0	1	-				
Plasma pistol	When a	ittacking	, with th	is weap	on, choo	se one	of the pro	ofiles be	elow.			
- Standard	12"	Pist	ol 1		7	-3	1	-				
- Supercharge	12"	Pist	Pistol 1		8	-3	2	On a	hit roll of 1, the bearer is slain.			
Runic axe	Melee	Mel	Melee		+1	-2	D3	-				
Runic stave	Melee	Mel	ee		+2	-1	D3	-				
Runic sword	Melee	Mel	ee		User	-3	D3	-				
Frag grenade	6"	Gre	nade D6	i	3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
WARGEAR ODTIONS	This rThis rThis r	nodel m nodel m nodel m	ay repla ay repla ay take	.ce its bo a jump j	nic axe olt pistol pack (Po	with a wer Ra	plasma p	oistol or	runic sword. an item from the <i>Space Wolves Combi-weapons</i> list pes, 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 se high in the skies, ready to strike, instead of being p on the battlefield. If it is, it can make a sudden assa to arrive on the battlefield at the end of any of your Movement phases; when it does so set it up anywh that is more than 9" from any enemy models.											
	tests you	u make	for a mo	del equi			ychic	that i	s more than 9" from any enemy models.			
PSYKER	tests yo hood ag This mo	u make gainst an odel can power i	for a mo enemy attempt n each e	del equi PSYKE to man	R within ifest two	n 12". psychi	c powers	in each	as more than 9" from any enemy models. In friendly Psychic phase, and attempt to deny one e power and one psychic power from the Tempesta			
PSYKER FACTION KEYWORDS	tests yo hood ag This mo psychic disciplin	u make gainst an odel can power i ne (pg 1	for a mo enemy attempt n each e 31).	del equi PSYKE to man memy P	R within ifest two sychic pl	n 12". psychi hase. It	c powers	in each ne Smite	n friendly Psychic phase, and attempt to deny one e power and one psychic power from the Tempesta			



		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+				
A Rune Priest in Termin	ator Armour	is a sing	gle mod	el armed	l with a r	unic az	ke and st	torm bo	lter.					
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES					
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-						
Runic axe	Melee	Mel	Melee +1 -2 D3											
Runic stave	Melee	Mel	ee		+2	-1	D3	-						
Runic sword	Melee	Mel	ee		User	-3	D3	-						
ABILITIES	• This r And Th	nodel n ey Shal	nay repla l Know	ace its sto No Fear	orm bolt (pg 130	er with	an item	n from th Runi	he S ic T					
ABILITIES	• This r	nodel n ey Shal Hood: u make	nay repla l Know You can for a mo	ace its sto No Fear add 1 to odel equi	orm bolt (pg 130 o any De ipped wi	er with) eny the th a psy	an item Witch	n from th Runi Runi Telep mode	he S ic Te ic Te port el ir	<i>Epace Wolves Combi-weapons</i> list. erminator Armour: A model equipped with erminator armour has a 4+ invulnerable save.				
ABILITIES	This r And Th Psychic tests you	model n ney Shal Hood: u make gainst ar erminat	hay repla I Know You can for a mo n enemy us: This	nce its sto No Fear a add 1 to odel equi PSYKE	orm bolt (pg 130 o any De ipped wi R withir	er with) eny the th a psy	an item Witch	relegt mode on the phase the b	he S ic Te ic Te port el ir ne b es th pattl	<i>Epace Wolves Combi-weapons</i> list. erminator Armour: A model equipped with erminator armour has a 4+ invulnerable save. Extrike: During deployment, you can set up this in a teleportarium chamber instead of placing it attlefield. At the end of any of your Movement his model can use a teleport strike to arrive on				
ABILITIES	This r And Th Psychic tests you hood ag Crux Te invulner This mo	nodel n ney Shal Hood: u make gainst ar erminat rable sa odel can power i	You can for a mon n enemy us: This ve. attempt	No Fear add 1 to odel equi PSYKE s model l	orm bolt (pg 130 o any De ipped wi R withir has a 5+	er with) eny the th a psy h 12".	Witch ychic c power	n from th Runi Runi Telep mode on th phase the b is mo	he S ic Te ic Te el ir he b ic te ir he b ic te ir he b ic te ir he fr	<i>Epace Wolves Combi-weapons</i> list. erminator Armour: A model equipped with erminator armour has a 4+ invulnerable save. Extrike: During deployment, you can set up this in a teleportarium chamber instead of placing it attlefield. At the end of any of your Movement his model can use a teleport strike to arrive on efield – set it up anywhere on the battlefield that				
	This r And Th Psychic tests you hood ag Crux Te invulner This mo psychic	nodel n ney Shal Hood: u make ainst ar erminat rable sa odel can power i ne (pg 1	You can for a more n enemy us: This ve. attempt in each of 31).	Ace its sto No Fear a add 1 to odel equi PSYKE s model l t to man enemy P	orm bolt (pg 130 o any De ipped wi R withir has a 5+ ifest two sychic p	er with) eny the th a psy 12". psychi hase. It	witch witch ychic c power knows t	n from th Runi Runi Telep mode on th phase the b is mo s in each the Smith	he S ic To ic To el ir he b ic to es the port h fr te po	<i>Epace Wolves Combi-weapons</i> list. erminator Armour: A model equipped with erminator armour has a 4+ invulnerable save. Strike: During deployment, you can set up this in a teleportarium chamber instead of placing it attlefield. At the end of any of your Movement his model can use a teleport strike to arrive on efield – set it up anywhere on the battlefield that than 9" away from any enemy models. iendly Psychic phase, and attempt to deny one				

		RUNE PRIEST ON BIKE													
NAME	М	WS	BS	S	T	W	A	Ld	Sv						
Rune Priest on Bike	14"	2+	3+	4	5	5	3	9	3+						
A Rune Priest on Bike is Marine bike equipped w			d with a	runica	axe, bolt p	pistol, fi	rag grena	ades and	l krak grenades. He rides into battle on a Space						
WEAPON	RANGE	TYP	E		S	AP	D	ABILITIES							
Bolt pistol	12"	Pist	ol 1		4	0	1	-							
Plasma pistol	When a	attacking	g with th	is weaj	pon, choc	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	2	4	0	1	-							
Runic axe	Melee	Mel	ee		+1	-2	D3	-							
Runic stave	Melee	Melee			+2	-1	D3	-							
Runic sword	Melee	Mel	ee		User	-3	D3	-							
Frag grenade	6"	Gre	nade De	5	3	0	1	-							
Krak grenade	6"	Gre	nade 1		6	-1	D3	-							
WARGEAR OPTIONS	This iThis i	model n model n	nay take nay repla	runic a ace its r	unic axe				runic sword. an item from the <i>Space Wolves Combi-weapons</i> list						
ABILITIES		2.19			ar (pg 130		147:4 ala		c Armour: A model equipped with runic armour 5+ invulnerable save.						
	tests yo	u make	for a mo	odel equ	to any De uipped wi ER withir	ith a ps		Move	o-boost: When this model Advances, add 6" to its e characteristic for that Movement phase instead of g a dice.						
PSYKER	psychic		in each e						n friendly Psychic phase, and attempt to deny one power and one psychic power from the Tempesta						
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	ASTART	ES, SP	ACE W	OLVE	S						
KEYWORDS	BIKE	R, CHA	RACT	ER, P	SYKER,	RUNI	E PRIES	ST	the second s						

Power		NJA	AL S'I	CORN	4C/	ALL	ER	
NAME	М	WS	BS :	5 T	W	A	Ld	Sv
Njal Stormcaller	6"	2+	2+	4 4	5	3	9	2+
Njal Stormcaller is a single his psyber-raven, Nightwin								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	Mel	ee	+2	-1	D3	-	
Frag grenade	6"	Gre	nade D6	3	0	1	-	
Krak grenade	6"	Gre	nade 1	6	-1	D3	-	
ABILITIES				Fear (pg 130 add 1 to an		ic tests		ic Armour: Njal Stormcaller has a 5+ Inerable save.
			jal Stormca					of the Stormcaller: You can re-roll one failed
	Douchic	Hood	Vou can ad	l 1 to any D	ony the	Witch	•	y the Witch test for Njal Stormcaller in each of your onent's Psychic phases.
		1 make	for Njal Stor	mcaller aga			орро	ments rsychic phases.
PSYKER	two psyc	chic pov		enemy Psyc				n each friendly Psychic phase, and attempt to deny ne <i>Smite</i> power and three psychic powers from the
FACTION KEYWORDS	IMPER	RIUM,	ADEPTU	S ASTART	'ES, SF	PACE W	OLVE	S
KEYWORDS	CHAR	ACTE	R, INFAN'	ΓRY, RUN	E PRI	EST, PS	YKER	, NJAL STORMCALLER

Security							ALL ARM					
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Njal Stormcaller in Runic Terminator Armour	5"	2+	2+	4	4	6	3	9	2+			
Njal Stormcaller in Runic Te his psyber-raven, Nightwing									tormcaller and a bolt pistol. Njal is accompanied by			
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES			
Bolt pistol	12"	Piste	ol 1		4	0	1	-				
Nightwing	12"	Assa	ault D6		3	0	1	-				
Staff of the Stormcaller	Melee	Mel	ee		+2	-1	D3	-				
ABILITIES	Lord of	hey Shall f Tempes ke for N	sts: You	can add			ic tests	Deny the Witch test for Njal Stormcaller in each of your opponent's Psychic phases. Teleport Strike: During deployment, you can set up				
	tests yo	Hood: The make for the second secon	for Njal					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				
		Termina erable sav		nour: Nj	al Storr	ncaller	has a 4+	on th	he battlefield that is more than 9" away from any ny models.			
PSYKER	two psy		wers in e	each ene					h each friendly Psychic phase, and attempt to deny e <i>Smite</i> power and three psychic powers from the			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS AS	START	'ES, SF	PACE W	OLVE	S			
KEYWORDS	CHAR	ACTE	R, INE	ANTRY	, RUN	E PRI	EST, TE	RMIN	ATOR, PSYKER, NJAL STORMCALLER			

OWV		WOLF PRIEST																
NAME	М	WS	BS	S	T	W	A	Ld	Sv									
Wolf Priest	6"	2+	3+	4	4	4 3		9	3+									
A Wolf Priest is a single	model armed	l with a	crozius a	arcanum	n, bolt pi	istol, fra	g grenad	es and l	krak grenades.									
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	lies									
Bolt pistol	12"	Pist	ol 1		4	0	1	-										
Plasma pistol	When a	ittacking	g with th	is weap	on, choo	ose one	of the pro	ofiles be	low.									
- 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	• This i	nodel n	ay take		pack (Pe	ower Ra			an item from the <i>Space Wolves Combi-weapons</i> hoes, its Move characteristic becomes 12" and it									
ABILITIES	And Th	tual Leader: All friendly SPACE WOLVES units n 6" of this model in the Morale phase can use its																
						Jump Pack Assault: If this model has a jump pack, when you set it up during deployment, it can be set up high in the skies, ready to strike, instead of being placed on the battlefield. If it is, it can make a suddenLeadership instead of their own.Wolf Amulet: This model has a 4+ invulnerable save.												
	when yeur when yeur when yeur when yeur when you	ou set it in the s on the b	up durii kies, rea attlefield	ng deplo idy to str l. If it is,	oyment, rike, ins , it can n	it can b tead of l nake a s	e set being udden	Wolf										
	when yeup high placed of assault of your	ou set it in the s on the b to arrive Movem	up durin kies, rea attlefield on the ent phas	ng deplo dy to str l. If it is, battlefie ses; when	oyment, rike, ins it can n ld at the n it does	it can be tead of l nake a s e end of s so set i	e set being udden any	Wolf Heali Wolf so, sel	Amulet: This model has a 4+ invulnerable save. ng Balms: At the end of your Movement phase a Priest can attempt to heal a single model. To do lect a SPACE WOLVES INFANTRY, BIKER or									
	when y up high placed assault of your anywhe	ou set it in the s on the b to arrive Movem re that i f War: Y or friend	up durin kies, rea attlefield on the ent phas s more t	ng deplo idy to str l. If it is, battlefie ses; when han 9" f	oyment, rike, ins it can n ld at the n it does rom any iled hit	it can be tead of l nake a s e end of s so set i y enemy rolls in t	e set being udden any it up models. the Fight	Wolf Heali Wolf so, sel CAVA a wou up to	Amulet: This model has a 4+ invulnerable save. ng Balms: At the end of your Movement phase a Priest can attempt to heal a single model. To do									
FACTION KEYWORDS	when y up high placed assault of your anywhe Oath o phase fo this mo	ou set it in the s on the b to arrive Movem re that i f War: Y or friend del.	up durin kies, rea attlefield on the l ent phas s more t fou can r lly SPAC	ng deplo idy to stri d. If it is, battlefie ses; when han 9" f re-roll fa CE WOL	oyment, rike, ins it can n ld at the n it doe: rom any iled hit WES un	it can b tead of l nake a s e end of s so set i v enemy rolls in t nits with	e set being udden any it up models. the Fight	Wolf Heali Wolf so, sel CAVA a wou up to Heali	Amulet: This model has a 4+ invulnerable save. ng Balms: At the end of your Movement phase a Priest can attempt to heal a single model. To do lect a SPACE WOLVES INFANTRY, BIKER or LRY 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 ng 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+	3+	4	4	5	3	9	2+			
A Wolf Priest in Termina	tor Armour	is a sing	le mode	el armed v	vith a	crozius a	rcanum	and sto	orm bolter.			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-				
Crozius arcanum	Melee	Mel	ee		+1	-1	2	-				
WARGEAR OPTIONS	• This	model n	nay repla	ace its stor	m bol	ter with	an item f	from th	ne Space Wolves Combi-weapons list.			
ABILITIES	Telepon up this of placi your M strike tu on the l enemy Oath o	rt Strike model i ng it on ovemen o arrive battlefie models. f War: Yoor friend	: During n a telep the batt t phases on the b ld that is fou can r	No Fear (g deployn oortarium lefield. At this mod attlefield more tha re-roll fail CE WOLV	nent, y cham the er el can – set i un 9" a ed hit	ou can se ber instea nd of any use a tele t up anyw way from rolls in t	ad of eport vhere 1 any he Fight	within Leade Heali Wolf a sing INFA If that imme only t	 tual Leader: All friendly SPACE WOLVES units n 6" of this model in the Morale phase can use its ership 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 NTRY, BIKER or CAVALRY unit within 3" of him t unit contains a wounded model, it is healed and ediately regains up to D3 lost wounds. A unit can be the target of Healing Balms once in each turn. Amulet: This model has a 4+ invulnerable save. 			
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS AS'	TART	'ES, SPA	ACE W	OLVES	S			
KEYWORDS	CHAR	ACTE	R. INF	ANTRY,	TER	MINAT	OR. W	OLF P	RIEST			

			W	OLF ON	P] BIB		ST		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Wolf Priest on Bike	14"	2+	3+	4	5	5	3	9	3+
A Wolf Priest on Bike is a Space Marine bike equip				crozius a	rcanur	n, bolt p	oistol, fraș	g grenac	les and krak grenades. He rides into battle on a
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	1ES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Plasma pistol	When a	ttacking	g with th	is weapo	n, cho	ose one	of the pro	ofiles be	low.
- 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	2	4	0	1	-	
Crozius arcanum	Melee	Mel	ee		+1	-1	2	-	
Frag grenade	6"	Gre	nade D6	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• This r	nodel n	ay repla	ce its bol	t pisto	l with a	plasma p	istol or	an item from the Space Wolves Combi-weapons list
ABILITIES	Oath of phase fo this mo Spiritus within o	f War: Y or friend del. al Leade 5" of this	fou can r lly SPAC er: All fr s model	No Fear re-roll fai CE WOLN riendly SI in the Mo neir own.	led hit /ES ur PACE V	rolls in hits with WOLVE	in 6" of S units	Wolf I To do BIKE contai regain target	ng Balms: At the end of your Movement phase a Priest on Bike can attempt to heal a single model. so, select a SPACE WOLVES INFANTRY, R or CAVALRY unit within 3" of him. If that unit ins a wounded model, it is healed and immediately is up to D3 lost wounds. A unit can only be the of Healing Balms once in each turn. b-boost: When this model Advances, add 6" to its characteristic for that Movement phase instead of
				del has a	1				g a dice.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS AS	TART	ES, SP	ACE W	OLVES	
KEYWORDS	BIKEF	R, CHA	RACT	ER, WC	LF P	RIEST			

NAME	М	WS	BS	S	T	w	A	Ld	Sv 3+				
Ulrik the Slayer	6"	2+	2+	4	4	5	4	9					
Ulrik the Slayer is a sing included in your army.	gle model arm	ned with	a croziu	is arcan	um, plas	oma pist	ol, frag g	renades	and krak grenades. Only one of this model may be				
WEAPON	RANGE	TYP	E		S	AP	D	ABILITIES					
Plasma pistol	When a	When attacking with this weapon, choose one of the profiles 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.				
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	g Balms ne Slayer o, select or CAV ntains a	At the can atte a SPAC ALRY u wounde	end of y empt to E WOL unit with ed mode	r (pg 130 your Mo heal a si VES IN hin 3" of el, it is he lost wou	vement ingle mo FANTR him. If ealed an	odel. Y, that d	Slayer's Oath: You can re-roll failed hit rolls in the Fight phase for friendly SPACE WOLVES units within 6" of this model. If Ulrik the Slayer kills an enemy CHARACTER or MONSTER, then for the rest of the battle, you can add 1 to any wound rolls you make in the Fight phase for any friendly SPACE WOLVES units within 6" of him.					
	Wolf A		Ulrik the		alms one has a 4+		ch turn.	Wolf Helm of Russ: All friendly SPACE WOLVES units within 9" of Ulrik the Slayer in the Morale phase can use his Leadership instead of their own.					
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, SP	ACE W	OLVE	s				
KEYWORDS	CHARACTER, INFANTRY, WOLF PRIEST, ULRIK THE SLAYER												



Ulrik the Slayer is ancient and wise, but no less deadly a warrior for all his centuries of life.
5		T	W(ĘĢĮ		RD				
NAME	M	WS	BS BS	S	EIIA T	<u>5/A</u> W	DE A	Ld	Sv		
Wolf Guard Battle Leader	6"	2+	3+	4	4	4	4	8	3+		
A Wolf Guard Battle Leader	is a single	e model	armed v	with a c	chainswor	d, bolt	pistol, fi	rag gren	ades and krak grenades.		
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES		
Bolt pistol	12"	Pist	ol 1		4	0	1	-			
Boltgun	24"	Rap	oid Fire 1	l	4	0	1	-			
Plasma pistol	When a	ttacking	g with th	is weap	oon, choo	se one	of the p	rofiles be	elow.		
- Standard	12"	Pist	ol 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"	Grenade D6			3	0	1	-			
Krak grenade	6"	Gre	nade 1		6	-1	D3	-			
WARGEAR OPTIONS	 This is Wolve This is 	nodel n e s <i>Comb</i> nodel n	nay repla <i>i weapo</i>n nay take	ice its b ns or Sf a jump	oolt pistol bace Wolv pack (Po	with a res Mele ower Ra	boltgun e Weape	, plasma ms lists,	e <i>Space Wolves Melee Weapons</i> list. pistol, storm shield, or an item from the <i>Space</i> oes, 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 pace when you set it up during deployment, it can be s high in the skies, ready to strike, instead of being on the battlefield. If it is, it can make a sudden as to arrive on the battlefield at the end of any of yor Movement phases; when it does so set it up anyw that is more than 9" from any enemy models.										
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	START	ES, SP	ACE W	OLVE	S		
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, WOL	F GUA	ARD, B	ATTLE	E LEADER		



B 6		I	WC BAT'		F GU E LI n bik		RD DEI	2	
NAME	Μ	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 cł	nainswo	ord, bolt	pistol, f	rag grenades and krak grenades. He rides into batt
WEAPON	RANGE	TYP	E		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 a	attacking	g with this	s weap	on, choo	se one	of the pi	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	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.
Frag grenade	6"	Gre	enade D6		3	0	1	-	
Krak grenade	6"	Gre	enade 1		6	-1	D3	-	
WARGEAR OPTIONS	• This i	model n		e its b	olt pistol	with a	boltgun,	, plasma	e Space Wolves Melee Weapons list. • pistol, storm shield, or an item from the Space
ABILITIES	Huskar	to the ndly SPA	l Know N Jarl: You ACE WOJ	can re	-roll wou	ind roll	has a Turb Move	 m Shield: A model equipped with a storm shield 3+ invulnerable save. o-boost: When this model Advances, add 6" to its e characteristic for that Movement phase instead on g a dice. 	
FACTION KEYWORDS	IMPE	RIUM,	ADEPT	'US A	START	ES, SP	ACE W	OLVE	S
KEYWORDS	BIKE	CHA	RACTE	RW	OLE GI	IARD	BATT	IFIE	ADER

Cowe			W(BAT n ter							
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Wolf Guard Battle Leader in Terminator Armour	5"	2+	3+	4	4	5	4	8	2+	
A Wolf Guard Battle Leader	in Termi	nator A	rmour is	a singl	e model	armed w	vith a po	wer swo	ord and storm bolter.	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-		
Power sword	Melee	Me	lee		User	-3	1	-		
WARGEAR OPTIONS	• This I	nodel n		ce its s	torm bol				re Space Wolves Melee Weapons list. or an item from the Space Wolves Combi-weapons	
ABILITIES			l Know I t us: This		10				n Shield: A model equipped with a storm shield 3+ invulnerable save.	
	·	rable sa	ve					Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it		
								mode	l in a teleportarium chamber instead of placing it	
	Huskar	l to the ndly SP 2	Jarl: You ACE WO					mode on the phase the ba	I in a teleportarium chamber instead of placing it e battlefield. At the end of any of your Movement is this model can use a teleport strike to arrive on	
FACTION KEYWORDS	Huskar for frier of this r	l to the ndly SP nodel.	Jarl: You	LVES	units tha	t are wit	hin 6"	mode on the phase the ba is mo	I in a teleportarium chamber instead of placing it e battlefield. At the end of any of your Movement is this model can use a teleport strike to arrive on attlefield – set it up anywhere on the battlefield that re than 9" away from any enemy models.	

		I	BAT	TL	F GU E LI JNDE	EA]	DEI	R		
NAME	Μ	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, w							chainswo	ord, bol	t pistol, frag grenades and krak grenades. He rides to	
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	
Wolf Guard Battle Leader										
Bolt pistol	12"	Pist	ol 1		4	0	1	-		
Boltgun	24"	Rap	oid Fire 1		4	0	1	-		
Plasma pistol	When a	ittacking	g with th	is weap	on, choo	se one	of the pi	ofiles b	elow.	
- Standard	12"	Pist	ol 1		7	-3	1	-		
- Supercharge	12"	Pist	ol 1		8	-3	2	On a	a hit roll of 1, the bearer is slain.	
Chainsword	Melee	Me	lee		User	0	1		n 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	-		
Thunderwolf										
Crushing teeth and claws	Melee	Me	lee		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 r	nodel n	nay repla	ce its b a		with a l	oltgun,	plasma	e <i>Space Wolves Melee Weapons</i> list. pistol, storm shield, or an item from the <i>Space</i>	
ABILITIES	And They Shall Know No Fear (pg 130)Huskarl to the Jarl: You can re-roll wound rolls of 1 for friendly SPACE WOLVES units that are within 6" of this model.Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save.Huskarl to the Jarl: You can re-roll wound rolls of 1 for friendly SPACE WOLVES units that are within 6" of this model.									
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, SP	ACE W	OLVE	S	
KEYWORDS					1111				GUARD, BATTLE LEADER	

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Bjorn the Fell-handed	8"	2+	2+	7	8	8	5	9	3+
Bjorn the Fell-Handed is a your army.	a single moo	del arme	d with T	Trueclaw	, an assa	ault can	non and	l a heavy	y flamer. Only one of this model may be included i
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Assault cannon	24"	Hea	vy 6		6	-1	1	-	
Heavy flamer	8"	Hea	vy D6		5	-1	This	weapon automatically hits its target.	
Heavy plasma cannon	When a	attacking	g with th	is weap	on, choo	ose one	of the pr	rofiles b	elow.
- Standard	36"	Hea	vy D3		7	-3	1	-	
- Supercharge	36"	Hea	vy D3		8	-3	2		each hit roll of 1, the bearer suffers 1 mortal wound all of this weapon's shots have been resolved.
Helfrost cannon									elow. If a model suffers any unsaved wounds from a mortal wound.
- Dispersed beam	24"	Hea	vy D3		6	-2	1	-	
- Focused beam	24"	Hea	vy 1		8	-4	D6	-	
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-	
Trueclaw	Melee	Mel	ee		+5	-4	D6	You	can re-roll failed wound rolls for this weapon.
WARGEAR OPTIONS		the Fell ascanno		l may re	eplace h	is assau	lt canno	n with a	helfrost cannon, heavy plasma cannon or
ABILITIES	Ancien	t Tactic	l Know ian: If yo onal Cor	our arm	y is Batt	le-forge		Fell- is no	endary Tenacity: Roll a D6 each time Bjorn the Handed loses a wound; on a roll of 5+ that wound t lost.
	1.00	-Handeo						any v	ke Launchers: Once per game, instead of shootin weapons in the Shooting phase, Bjorn the Fell-
	of 1 for	friendly	npany o SPACE Fell-Har	WOLV				h Shoc	ded can use his Smoke Launchers; until your next oting phase your opponent must subtract 1 from a olls for ranged weapons that target him.
	IMPE				OT A DT				
FACTION KEYWORDS		KIUW.	ADEP	IUS A	макі	ES. SP	ACE N	VOLVE.	



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			BL	O C	DC	CLA	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+	

This unit contains 1 Blood Claw Pack Leader and 4 Blood Claws. It can include up to 5 additional Blood Claws (**Power Rating +4**) or up to 10 additional Blood Claws (**Power Rating +8**). It can also include either a Wolf Guard Pack Leader (**Power Rating +2**) or a Wolf Guard Pack Leader in Terminator Armour (Power Rating +3).
The Blood Claws, Blood Claw Pack Leader and Wolf Guard Pack Leader are each armed with a chainsword, bolt pistol, frag grenades and

krak grenades.

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

WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Plasma pistol	When at	tacking with this we	eapon, choo	se one	of the pr	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.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
	• The We Weapon Combi • The We Wolves	olf Guard Pack Leac ns list; he may also i - <i>weapons</i> list <u>,</u> olf Guard Pack Leac	ler may repl replace his l ler in Termi <i>Veapons</i> list	lace his colt pist nator 1	chainsw ol with a	ord with a power sword, power axe or power fist. Ford 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> place his storm bolter with a storm shield or an item from
ABILITIES		ey Shall Know No F	I			
	successfu the Fight Storm sl	Charge: On a turn 11 charge, you can n 1 phase with all moc 11 chield: A model equi	in which the nake 1 addit lels in this u	ey mako ional at init.	tack in	Headstrong: Unless this unit contains a Wolf Guard Pack Leader or Wolf Guard Pack Leader in Terminator Armour, or is within 6" of a friendly WOLF GUARD, it must declare a charge in its Charge phase if it is possible to do so. Crux Terminatus: A Wolf Guard Pack Leader in
	successfu the Fight Storm sl has a 3+	Il charge, you can m t phase with all moc nield: A model equi invulnerable save.	in which the nake 1 addit lels in this u pped with a	ey make ional at init.	tack in shield	 Pack Leader or Wolf Guard Pack Leader in Terminator Armour, or is within 6" of a friendly WOLF GUARD, it must declare a charge in its Charge phase if it is possible to do so. Crux Terminatus: A Wolf Guard Pack Leader in Terminator Armour has a 5+ invulnerable save.
FACTION KEYWORDS	successfu the Fight Storm sl has a 3+ IMPER	al charge, you can m t phase with all moc nield: A model equi	in which the nake 1 addit lels in this u pped with a	ey make ional at init.	tack in shield	 Pack Leader or Wolf Guard Pack Leader in Terminator Armour, or is within 6" of a friendly WOLF GUARD, it must declare a charge in its Charge phase if it is possible to do so. Crux Terminatus: A Wolf Guard Pack Leader in Terminator Armour has a 5+ invulnerable save.

	L	UK	AS	TH	ЕТ	RIC	CKS	TE	R	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Lukas the Trickster	6"	4	4	4	4 4		3+			
Lukas the Trickster is a sir model may be included in			vith the (Claw of	the Jack	alwolf,	a plasma j	pistol, 1	frag grenades and krak grenades. Only one of this	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	
Plasma pistol	When a	ttackin	g with th	is weap	on, choo	ose one	of the pro	files be	elow.	
- Standard	12"	Pis	ol 1		7	-3	1	-		
- Supercharge	12"	Pis	ol 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	0	1	-		
Krak grenade	6"	Gre	enade 1		6	-1	D3	-		
ABILITIES	Blood (for frier the Tric	C laws H ndly BL kster.	OOD C	i can ac LAW ui	ld 1 to h nits with	it rolls y in 6" of		Fight you r the u mort	Last Laugh: If Lukas the Trickster is slain in the phase, both players roll a dice, re-rolling ties: if roll lowest, nothing happens; if you roll highest, nit that landed the blow immediately suffers D6 ral wounds.	
	all units	(friend art of t	chief: Su l or foe) ne Moral	within	3" of Luk	cas the	11 0 0 11			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, SF	PACE W	OLVE	S	
KEYWORDS	CHAR	ACTE	R, INF	ANTR	, BLO	OD CI	LAW, LU	KAS '	THE TRICKSTER	



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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 in Terminator Armour	5"	3+	3+	4	4	2	2	8	2+

This unit contains 1 Grey Hunter Pack Leader and 4 Grey Hunters. It can include up to 5 additional Grey Hunters (Power Rating +5). It can also include either a Wolf Guard Pack Leader (**Power Rating +2**) or a Wolf Guard Pack Leader in Terminator Armour (**Power Rating +3**). • The Grey Hunters and Grey Hunter Pack Leader are each armed with a boltgun, bolt pistol, frag grenades and krak grenades.

A Wolf Guard Pack Leader is armed with a chainsword, bolt pistol, frag grenades and krak grenades.
A Wolf Guard Pack Leader in Terminator Armour is armed with a power sword and storm bolter.

WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Plasma pistol	When at	tacking with this w	eapon, choo	se one c	of the pro	files below.
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee User 0 1				Each time the bearer fights, it can make 1 additional attack with this weapon.
Power axe	Melee	Melee	1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
	 For each Special One Grither The Grither The Weither The Weither The Weither The Weither Wolves 	Weapons list. rey Hunter may rep ey Hunter Pack Lea olf Guard Pack Lea rs list; he may also weapons list, olf Guard Pack Lea	e unit, one (place his bolt ader may tak der may repl replace his t der in Termi <i>Weapons</i> list	Grey Hu t pistol v ce a chai lace his colt pisto inator A	vith a pla nsword, chainswe ol with a rmour n	y replace his boltgun with an item from the <i>Space Wolves</i> asma pistol. power axe, power fist or power sword. ord with an item from the <i>Space Wolves Melee</i> plasma pistol or an item from the <i>Space Wolves</i> hay replace his power sword with an item from the <i>Space</i> blace his storm bolter with a storm shield or an item from
ABILITIES	Wolf Sta	ey Shall Know No I ndard: You can re- an Advance or char andard.	roll any dice	e rolls of		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	S ASTART	ES, SPA	ACE WO	OLVES
KEYWORDS	INFAN	TRY, GREY HU	NTERS			
A STATE OF THE REAL PROPERTY O	The state of the		Contract Contract	No. of Concession	Stranger .	

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Power			IR	ON	I PR	NE	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	hamn	ner, boltg	un, ser	vo-arm,	frag grei	nades and krak grenades.
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	-	
Helfrost pistol	12"	Pist	ol 1		8	-4	D3	weap	nodel suffers any unsaved wounds from this oon but is not slain, roll a D6; on a 6, the target rs a mortal wound.
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 wit weapon, you must subtract 1 from the hit roll.
Tempest hammer	Melee	Mel	ee		x2	-3	3	weap	nodel suffers any unsaved wounds from this oon but is not slain, roll a D6; on a 6, the target rs a mortal wound,
Thunder hammer	Melee	Mel	ee		x2	-3	3		n attacking with this weapon, you must subtract is the hit roll.
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS					under h oltgun w				nammer. frost pistol.
ABILITIES	Battless within	nith: A l" of hin	t the end	l of you		nent ph			can repair a single SPACE WOLVES VEHICLE lost earlier in the battle. A model can only be
FACTION KEYWORDS				TUS A	START	ES, SP	ACE W	OLVES	S
KEYWORDS	CHARACTER, INFANTRY, IRON PRIEST								



6 Powst		II		PF N BIK		ST		
NAME	М	WS BS	S	T	W	A	Ld	Sv
Iron Priest on Bike	14"	2+ 3+	4	5	5	3	8	2+
An Iron Priest on Bike is battle on a Space Marine				r hamm	er, bolt	gun, servo	o-arm, :	frag grenades and krak grenades. He rides into
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	lies
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	When at	tacking with t	his weapo	on, choo	ose one	of the pro	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.
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"	Grenade D	6	3	0	1	-	
Krak grenade	6"	Grenade 1		6	-1	D3	-	
WARGEAR OPTIONS		odel may repl odel may repl					-	
ABILITIES	Turbo-b	ey Shall Know poost: When t aracteristic fo g a dice.	his model	Advan	ces, add		didn't SPAC mode	esmith: At the end of your Movement phase, if he move more than 6", this model can repair a single E WOLVES VEHICLE within 1" of him. That el immediately regains D3 wounds lost earlier in attle. A model can only be repaired once per turn.
FACTION KEYWORDS	IMPER	IUM, ADEI	PTUS AS	START	ES, SP	ACE W	OLVES	5
KEYWORDS	BIKER	, CHARAC	TER IR	ON PR	IFST	1. 1. 1. 1.	12.	

			RON N THU					
NAME	М	WS BS	S	T	W	A	Ld	Sv
Iron Priest on Fhunderwolf	10"	2+ 3+	4	5	6	3	8	2+
An Iron Priest on Thunder Γhunderwolf attacks with it				a thund	er hamr	ner, bolt	gun, ser	vo-arm, frag grenades and krak grenades. His
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	TIES
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	When a	ttacking with	this weap	on, cho	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.
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"	Grenade I	06	3	0	1	-	
Krak grenade	6"	Grenade 1		6	-1	D3	-	
Thunderwolf								
Crushing teeth and claws	Melee	Melee		5	-1	1	attack	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 rep nodel may rep						
ABILITIES	And Th	ey Shall Know	v No Fea	r (pg 130	0)			
	SPACE		HICLE w	vithin 1"	of him.	That mo		nove more than 6", this model can repair a single nediately regains D3 wounds lost earlier in the
FACTION KEYWORDS		RIUM, ADE			-		OLVES	5
KEYWORDS		RY, CHAR		-				

1 Lower			CY]	BER	W	OLV	/ES		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Cyberwolf	10"	3+	-	4	4	2	3	4	4+
This unit contains 1 Cyb and claws.	erwolf. It can	include	up to 4	addition	al Cyb	erwolve	es (Powe	r Rating	g +1 per model). Each model attacks with its teeth
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES
Teeth and claws	Melee	Mele	ee		User	-1	1	-	
ABILITIES	Swift H	unters:	You can	re-roll fa	ailed ch	arge ro	lls for th	is unit.	
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS AS	TART	'ES, SF	PACE W	VOLVES	S

			WC	DLF	SC	οι	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 1The Wolf Scouts and WolfA Wolf Guard Pack Leade	Leader (P Scout Pacer is armed	ower Ra ck Leade l with a	ting +2) er are eac boltgun,	:h arme	d with a tol, frag	boltgu grenad	n, bolt p les and l	oistol, fra krak grer	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	
Astartes shotgun	12"		ault 2		4	0	1		e target is within half range, add 1 to this on's Strength.
Bolt pistol	12"	Pist			4	0	1	-	
Boltgun	24"	-	id Fire 1		4	0	1	-	
Heavy bolter	36"		vy 3		5	-1	1	-	
Missile launcher			g with th	is weapo			-	rofiles be	elow.
- Frag missile	48"		vy D6		4	0	1	-	
- Krak missile	48"		vy 1		8	-2	D6	-	
Plasma pistol		-	g with th	is weapo			-	rofiles be	elow.
- Standard	12"	Pist			7	-3	1	-	
- Supercharge	12"	Pist	ol 1		8	-3	2		hit roll of 1, the bearer is slain.
Sniper rifle	36"	Hea	vy 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	Mel	ee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.
Combat knife	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		3	0	1	-	-
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	 Any V Astart One V Specia One V bolt p The W replac The W 	Volf Sco tes shotg Volf Sco Il Weapo Volf Sco istol wit Volf Sco Volf Sco Volf Gue	gun. out may r ous list. out may r h a plasr ut Pack I lt pistol y ord Pack	eplace f eplace f na pisto leader r with a p Leader	t Pack Lo nis boltg nis boltg l. nay repla lasma pi may repla	eader ro un with un with ace his istol.	eplace it n a heavy n an iten boltgun	s boltgun y bolter, : n from th with an n with an	cloak. In with a chainsword, combat knife, sniper rifle or missile launcher or an item from the Space Wolves The Space Wolves Melee Weapons list, or replace his item from the Space Wolves Melee Weapons list, or item from the Space Wolves Melee Weapons list; he in from the Space Wolves Combi weapons list;
ABILITIES			l Know l						nd Enemy Lines: During deployment, you can set
	Camo (cloak yo	C loaks: ou can a nit whe	If every 1 dd 2 to s n they re	model in aving th	n a unit i nrows m	has a ca ade for	models	up the on the phase within	is unit behind enemy lines instead of placing it e battlefield. At the end of any of your Movement es the unit can join the battle – set it up so that he is n 6" of any battlefield edge of your choice and more 9" away from any enemy models.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS AS	START	ES, SP	ACE W		
		_	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1						

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	14	wo	nn	WU				14	8			
	M	WS	BS	S	I	W	A	Ld	Sv			
Wulfen	7"	3+	5+	5	4	2	3	7				
Wulfen Pack Leader This unit contains 1 Wulfer • Each Wulfen fights with			5+ 4 Wulfe	5 n. It can	4 include	2 up to 5	4 5 addition	7 al Wulf	4+ fen (Power Rating +13).			
• The Wulfen Pack Leader			t claws.									
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES			
Stormfrag auto-launcher Frost claws	12" Melee	Ass Mel	ault D3 ee		4+1	0 -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	Mel	ee		+3	-3	D3		bearer can make 1 additional attack with this oon on a turn in which it has charged.			
Thunder hammer	Melee	Me	ee		x2	-3	3	When attacking with this weapon, you must subtraction from the hit roll.				
Wulfen claws	Melee	Me	ee		User	-1	1	-				
WARGEAR OPTIONS	• Any V			a stormf ace their				claws,	a great frost axe or a thunder hammer and			
ABILITIES	Bound i and cha charge r Death I loses a	ng Lop rge in t colls. Frenzy: wound;	e: Mode he same Roll a D on a roll	l of 5+ th	s unit ca d can re ime a m nat wour	n Adva -roll fai odel in nd is no	iled this unit	charg BIKE unit a ability units.	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. e of the Wulfen (Kill): You can make 1 additional for models in friendly SPACE WOLVES			
	unit tha with the even if t Storm S	t slew t em befo they hav Shield:	hem has re remo [,] ve alread	made it ving thei ly attacke l equippe	s attacks ir mode ed that p	s, you ca l as casu bhase.	an attack 1alty,	INFA 6" of t this al units. nor an	NTRY, BIKER and CAVALRY units that are within this unit when they make their attacks. This range or 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 e Wulfen (Hunt) earlier in the turn,			
	IMPE	RIUM.	ADEP	TUS AS	START	ES, SP	ACE W	OLVES	S			
FACTION KEYWORDS		,							0			



5 Source			L	ON	EW	OI	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 c	hainswo	ord, bol	t pistol, fi	rag grei	nades and	l krak g	renades.			
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES			
Bolt pistol	12"	Pist	ol 1		4	-						
Plasma pistol	When a	When attacking with this weapon, choose one of the profiles 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.			
Chainsword	Melee	Mel	Melee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.			
Frag grenade	6"	Gre	nade D6	5	3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
WARGEAR OPTIONS	• This n		ay repla						: Space Wolves Melee Weapons list. Isma pistol or an item from the Space Wolves			
ABILITIES	A Glori	ous De	ath: R	loll a D	r (pg 130 6 each tir of 4+ tha	ne this		of 1 fo	orthy of a Saga: You can re-roll failed wound rolls or this model when attacking a CHARACTER or ISTER in the Fight phase.			
	phase, c you can	nce the attack	unit tha with him	nt slew l n before	del is slai him has r removir attacked	nade its ng his m	attacks, odel as	Warlo	rmy of One: This model can never have a ord Trait. n Shield: A model equipped with a storm shield			
3	N'STE	24	197		1.4			has a	3+ invulnerable save.			
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	START	ES, SP	ACE W	OLVES	S			
KEYWORDS	CHAR	ACTE	R, INFA	ANTR	Y, LON	E WOI	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+
A Lone Wolf in Terminat	or Armour i	s a singl	e model	armed	with a p	ower sv	vord and	l storm	bolter.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-	
Power sword	Melee	Mel	ee		User	-3	1	-	
ABILITIES	Telepor up this of placi your M strike to on the b	t Strike model in ng it on ovement o arrive oattlefiel	: Durinş n a telep the battl t phases on the b	g deplo ortariu lefield. this m attlefie	r (pg 130 yment, y m chaml At the en odel can ld – set it han 9" av	ou can a ber inste nd of an use a te up any	ead y of leport where	loses not le phase you c casua W	borious Death: Roll a D6 each time this model is his final wound; on a roll of 4+ that wound is ost. In addition, if this model is slain in the Fight e, once the unit that slew him has made its attack can attack with him before removing his model as alty, even if he has already attacked that phase.
	invulne Storm S	erminat rable sav Shield: 4	ve.	equip	has a 5+ bed with a		shield	MON An A	for this model when attacking a CHARACTER or NSTER in the Fight phase. Army of One: This model can never have a ord Trait.
FACTION KEYWORDS					START	'ES, SP	PACE W	VOLVE	S
KEYWORDS				100	Y, TERI		-		

and the second se			NIU	RL	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. WEAPON	nodel armed v	vith the		claws, a	storm b	olter an	d a heav	vy flame ABILI	r. Only one of this model may be included in
Heavy flamer	8"		avy D6		5	-1	1		weapon automatically hits its target.
i icavy manici			,		4	0	1	-	1 7 0
Storm bolter	24"	Rap	oid Fire 2		1	v			
•	24" Melee	Rap Me			x2	-3	3	You o	can re-roll failed wound rolls for this weapon.
Storm bolter	Melee And Th	Me ney Shal		No Fea	x2 r (pg 130	-3))			
Storm bolter The Murderclaws	Melee And Th Murder	Me ney Shal	lee Il Know N	No Fea : -roll an	x2 r (pg 130 y failed	-3)) charge r	olls for 1	Murderf	0

			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 C armed with a boltgun, bolt						n inclue	de up to	5 additio	onal Wolf Guard (Power Rating +9). Each model
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Bolt pistol	12"	Pist	tol 1		4	0	1	-	
Boltgun	24"	-	oid Fire		4	0	1	-	
Plasma pistol	When a	attackin	g with th	nis weap	on, choo	ose one	of the pr	ofiles be	elow.
- Standard	12"	Pist	Pistol 1			-3	1	-	
- Supercharge	12"	Pist	Pistol 1		8	-3	2	On a	hit roll of 1, the bearer is slain.
Chainsword	Melee	Me	Melee			0	1		time the bearer fights, it can make 1 additional k with this weapon.
Frag grenade	6"	Gre	enade De	5	3	0	1	-	
Krak grenade	6"	Gre	enade 1		6	-1	D3	-	
WARGEAR OPTIONS	• Any r • Any r <i>Weap</i> • The e becor	nodel n nodel n ons list, ntire un nes 12"	hay take hay repla hit may ta and it ga	an item .ce its bo ake jumj iins the J	from the olt pistol p packs JUMP P	e <i>Space</i> with a (Power ACK ar	Wolves A storm sh	Aelee Wa ield, pla ⊦1 per 5 eyword:	
ABILITIES	Storm	Shield:	Il Know A mode aerable s	l equipp	10		ı shield	you s the sk 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 cies, ready to strike, instead of being placed on the effield. If it is, it can make a sudden assault to arrive e 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	PACE W	OLVE	S



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

			W		F GU n 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+			
	s armed wi								ude up to 5 additional Wolf Guard on Bikes (Powe enades and rides into battle on a Space Marine bike			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES			
Bolt pistol	12"	Pist	ol 1		4	0	1	-				
Boltgun	24"	Rap	oid Fire 1	l	4	0	1	-				
Plasma pistol	When a	ttacking	g with th	is wea	pon, choo	se one	of the p	rofiles b	elow.			
- Standard	12"	Pist	ol 1		7	-3	1	-				
- Supercharge	12"	Pist	ol 1		8	-3	2	On a	a hit roll of 1, the bearer is slain.			
Twin boltgun	24"	Rap	oid fire 2		4	0	1	-				
Chainsword	Melee	Me	ee		User	0	1		n time the bearer fights, it can make 1 additional sk with this weapon.			
Frag grenade	6"	Gre	nade De	5	3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
WARGEAR OPTIONS	• Any n • Any n	nodel m	ay repla	ce its c	hainswore	d with a	n item	from the	o lves Combi weapons list. e Space Wolves Melee Weapons list. asma pistol or an item from the Space Wolves Meleo			
ABILITIES	And They Shall Know No Fear (pg 130) Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead rolling a dice. Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save. Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead rolling a dice.											
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	ASTART	ES, SP	ACE W	VOLVE	S			
KEYWORDS	DIVED		LF GUA	DD		1.7.4.8	2.0.0					

		A	RJA	AC	RO	СК	FIS	Г	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Arjac Rockfist	5"	2+	3+	5	4	5	4	8	2+
Arjac Rockfist is a single m	nodel arme	d with I	oehamr	ner. On	ly one of	f this mo	odel may	be incl	luded in your army.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Foehammer (shooting) Foehammer (melee)	12" Melee	Ass Me	ault 1 lee		x2 x2	-3 -3	D3 D3		en attacking CHARACTERS or MONSTERS , this pon has a Damage of 3.
ABILITIES	The An save. In Rockfis Champ	vil Shie additio t by 1 (t bion of t	l Know ld: Arja n, reduc o a mini he King ac Rock	c Rockfi e all dai mum o sguard:	ist has a mage sub f 1). : You can	3+ invu ffered by n re-roll	failed	Arjao inste of an strika on th	port Strike: During deployment, you can set up c Rockfist in his Strike Cruiser's teleportarium and of placing him on the battlefield. At the end my of your Movement phases he can use a teleport e to arrive on the battlefield – set him up anywhere ne battlefield that is more than 9" away from any my models.
	1 additi in frien	ional att dly WO	ARACT ack in th LF GUA start of t	Thane to the High King: You can re-roll wound rolls of 1 for friendly SPACE WOLVES units that are within 6" of this model.					
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, SP	PACE W	OLVE	S
KEYWORDS	CHAR	ACTE	R, INE	ANTRY	, TER	MINA	FOR, W	OLF O	GUARD, ARJAC ROCKFIST

		IN		LF G 11NATO			R	
NAME	Μ	WS	BS	S T	W	A	Ld	Sv
Wolf Guard in Terminator Armour	5"	3+	3+	4 4	2	2	8	2+
Wolf Guard Pack Leader in Terminator Armour	5"	3+	3+	4 4	2	3	8	2+
Wolf Guard in Terminator AEach Wolf Guard in TermThe Wolf Guard Pack Lea	Armour (H inator Ari	Power Ra	ting +15) rmed with	1 a power fis	t and sto	orm bolte	er.	minator Armour. It can include up to 5 additional n bolter.
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	IES
Cyclone missile launcher	When a	ttacking	with this	weapon, cho	ose one	of the pr	ofiles be	low.
- Frag missile	36"	Heav	y 2D3	4	0	1	-	
- Krak missile	36"	Heav	y 2	8	-2	D6	-	
Storm bolter	24"	Rapic	d Fire 2	4	0	1	-	
Power fist	Melee	Meleo	e	x2	-3	D3		a attacking with this weapon, you must subtract 1 the hit roll.
Power sword	Melee	Meleo	e	User	-3	1	-	
WARGEAR OPTIONS	Weapo • Any n Space • For ea	o ns list. nodel ma <i>Wolves T</i> a nch five m	y replace <i>erminator</i> iodels, on	its storm bo Melee Weat	l ter with p ons lists d in Ter	a storm	shield o i Armour	item from the <i>Space Wolves Terminator Melee</i> r an item from the <i>Space Wolves Combi weapons</i> or may take a cyclone missile launcher or replace <i>leapons</i> list.
ABILITIES	Crux To		s: All mo	Fear (pg 13 dels in this u		e a 5+	unit in on the phases	ort Strike: During deployment, you can set up thin a teleportarium chamber instead of placing it battlefield. At the end of any of your Movement s this unit can use a teleport strike to arrive on the field – set it up anywhere on the battlefield that is
			model eq rable save	uipped with	a storm	shield		than 9" away from any enemy models.
FACTION KEYWORDS	IMPEI	RIUM, A	DEPTU	JS ASTAR	res, si	PACE W	OLVES	
		TRY, T					_	

C C C C C C C C C C C C C C C C C C C			SWIFTCLAWS						
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	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma pistol	When at	tacking with this we	eapon, choo	se one	of the pr	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	-
		Grenade 1	6	-1	D3	
Krak grenade WARGEAR OPTIONS		odel may replace its	bolt pistol	with a o	chainswo	
	Any m One Sv Space V The Sw The We Space V Space	odel may replace its viftclaw or Swiftclaw Wolves Special Weap viftclaw Pack Leader olf Guard Bike Lead Wolves Combi weape	bolt pistol v Pack Lead ons list. may replac er may repl ons list.	with a o er may ce his bo ace his	chainswo replace t olt pistol bolt pist	rd. 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.
	 Any m One Sv Space V The Sw The Washington Space V The Sw 	odel may replace its viftclaw or Swiftclaw Wolves Special Weap viftclaw Pack Leader olf Guard Bike Lead Wolves Combi weape	bolt pistol v Pack Lead ons list. may replac er may repl ons list. may replace	with a o er may ce his bo ace his e its hea	chainswo replace t olt pistol bolt pist	heir bolt pistol with a plasma pistol or an item from the with an item from the <i>Space Wolves Melee Weapons</i> list. of with an item from the <i>Space Wolves Melee Weapons</i> or r with a multi-melta. Berserk Charge: On a turn in which they make a
WARGEAR OPTIONS	 Any m One Sv Space N The Sw The Sw And The 	odel may replace its wiftclaw or Swiftclaw Wolves Special Weapor riftclaw Pack Leader olf Guard Bike Lead Wolves Combi weapo riftclaw Attack Bike ey Shall Know No F	bolt pistol v Pack Lead ons list. may replace may replace may replace ear (pg 130	with a der may ee his be ace his e its hee)	chainswo replace t olt pistol bolt pist avy bolte	heir bolt pistol with a plasma pistol or an item from the with an item from the <i>Space Wolves Melee Weapons</i> list. of with an item from the <i>Space Wolves Melee Weapons</i> or r with a multi-melta. Berserk Charge: On a turn in which they make a successful charge, you can make 1 additional attack in
WARGEAR OPTIONS	 Any m One Sv Space N The Sw The Sw And The Headstree 	odel may replace its wiftclaw or Swiftclaw Wolves Special Weap riftclaw Pack Leader olf Guard Bike Lead Wolves Combi weap riftclaw Attack Bike ey Shall Know No F ong: Unless this uni	bolt pistol v Pack Lead ons list. may replace may replace may replace ear (pg 130 t contains a	with a der may ee his be ace his e its hea) wolf (chainswo replace t olt pistol bolt pist avy bolte Guard	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. Berserk Charge: On a turn in which they make a
WARGEAR OPTIONS	 Any m One Sv Space N The Sw The Sw And The Headstree Bike Lea 	odel may replace its wiftclaw or Swiftclaw Wolves Special Weap riftclaw Pack Leader olf Guard Bike Lead Wolves Combi weap riftclaw Attack Bike ey Shall Know No F ong: Unless this uni der, or is within 6" c	bolt pistol v Pack Lead ons list. may replace ms list, may replace ear (pg 130 t contains a of a friendly	with a der may ce his be ace his be e its hea) Wolf (WOLF	chainswo replace t olt pistol bolt pist avy bolte Guard	heir bolt pistol with a plasma pistol or an item from the with an item from the <i>Space Wolves Melee Weapons</i> list. of with an item from the <i>Space Wolves Melee Weapons</i> or r with a multi-melta. Berserk Charge: On a turn in which they make a successful charge, you can make 1 additional attack in the Fight phase with all models in the unit.
WARGEAR OPTIONS	 Any m One Sv Space V The Sw The WA Space V The Sw And The Headstra Bike Lea GUARD 	odel may replace its wiftclaw or Swiftclaw Wolves Special Weap riftclaw Pack Leader olf Guard Bike Lead Wolves Combi weap riftclaw Attack Bike ey Shall Know No F ong: Unless this uni	bolt pistol v Pack Lead ons list. may replace ms list, may replace ear (pg 130 t contains a of a friendly	with a der may ce his be ace his be e its hea) Wolf (WOLF	chainswo replace t olt pistol bolt pist avy bolte Guard	heir bolt pistol with a plasma pistol or an item from the with an item from the <i>Space Wolves Melee Weapons</i> list. of with an item from the <i>Space Wolves Melee Weapons</i> or r with a multi-melta. Berserk Charge: On a turn in which they make a successful charge, you can make 1 additional attack in the Fight phase with all models in the unit.
WARGEAR OPTIONS	 Any m One Sv Space N The Sw The Sw And The Headstree Bike Lea GUARD it is poss 	odel may replace its wiftclaw or Swiftclaw Wolves Special Weap riftclaw Pack Leader olf Guard Bike Lead Wolves Combi weap riftclaw Attack Bike ey Shall Know No F ong: Unless this uni der, or is within 6" co	bolt pistol v Pack Lead ons list. may replace may replace ear (pg 130 t contains a of a friendly harge in its	with a der may er may er his be ace his er its hea) Wolf (WOLF Charge	chainswo replace t olt pistol bolt pist avy bolte Guard F phase if	heir bolt pistol with a plasma pistol or an item from the with an item from the <i>Space Wolves Melee Weapons</i> list. of with an item from the <i>Space Wolves Melee Weapons</i> or r with a multi-melta. Berserk Charge: On a turn in which they make a successful charge, you can make 1 additional attack in the Fight phase with all models in the unit. Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

A Stower		SWIFT	CLAW BIKI	A ES	ГТА	CK	
NAME	М	WS BS	S T	W	A	Ld	Sv
Swiftclaw Attack Bike	14"	3+ 4+	4 5	4	2	7	3+
	ing +6). Each	model is crewed					(Power Rating +3) or 2 additional Swiftclaw stols, frag grenades and krak grenades, and is itself
WEAPON	RANGE	ТҮРЕ	S	AP	D	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 lice when inflicting damage with it and discard the st result.
Twin boltgun	24"	Rapid fire 2	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
WARGEAR OPTIONS	• Any m	nodel may replace	e its heavy bol	ter with	a multi-	melta.	
ABILITIES	Berserk successf	ey Shall Know N Charge: On a tu ul charge, you ca t phase with all r	ırn in which th n make 1 addi	ney mak tional a		WOL phase Turb Move	 Istrong: Unless this unit is within 6" of a friendly JF GUARD, it must declare a charge in its Charge if it possible to do so. o-boost: When this unit Advances, add 6" to its e characteristic for that Movement phase instead of the characteristic for the characteristic f
FACTION KEYWORDS	IMDEE	RIUM, ADEPT	TIS ASTADT	TES ST	DACE M		g a dice.
KEYWORDS	BIKER	, BLOOD CLA	w, Swift	LAW	ATTAC	K BIK	E9



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

14 Power			ST	'OR	RMV	NO	LF			DAMAGE Some of this model's of 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.	odel armed	with tw	vo lascar	inons, t	wo twin	heavy t	oolters a	nd a twi	n	4-7 1-3	20-35" 20"	4+ 5+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Lascannon	48"	Hea			9	-3	D6	-				
Skyhammer missile launcher	60"	Hea	vy 3		7	-1	D3	targe	ts that c	hit rolls made for this wea an 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	-				
Twin helfrost cannon		ipon bu	t is not s							a model suffers any unsav ll wound.	ved wounds fr	om
- Dispersed beam	24"		vy 2D3		6	-2	1	-				
- Focused beam	24"	Hea	vy 2		8	-4	D6	-				
Twin multi-melta	24"	Hea	vy 2		8	-4	D6	two c		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	eltas or a skyhammer mi	ssile launcher	
ABILITIES	Crash a roll a De before a crashes suffers I	6 before ny emb in a fier	removi arked m y explos	ng it fro odels d ion and	om the b isembar	attlefiel k. On a	6 it	charg attacl Hard	ged by u ked in tl l to Hit:	his model cannot charge, nits that can Fly, and can he Fight phase by units th Your opponent must sub ttacks that target this mo	only attack o nat can Fly. otract 1 from	r be
	Hover J Movem						Ite		ting pha			
	Move ch phase, a Superso Movem	naracter and it los nic abil	istic bec ses the A ities unt	omes 2 Airborne	0" until e, Hard t	the end to Hit ai	of the nd	on th far th forwa	e spot u ne mode ards. No	Each time this model mo up to 90° (this does not co el moves), and then move ote that it cannot pivot ag this model Advances, ind	ontribute to he the model str ain after the in	ow raight nitial
	Power of and fire to its hit	Heavy						chara		c by 20" until the end of t		
TRANSPORT										Each TERMINATOR , JU rt PRIMARIS models.	JMP PACK of	r
FACTION KEYWORDS							ACE W				N 1257	
					FLY, S							

A Swet

2 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.

		0				
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Thunderwolf Cavalry & Tl	hunderwol	f Cavalry Pack Lea	der			
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Plasma pistol	When at	tacking with this we	eapon, choo	se one	of the pr	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.
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		· ·				rom the <i>Space Wolves Melee Weapons</i> list. ield, boltgun or plasma pistol.
ABILITIES	And The	ey Shall Know No F	ear (pg 130))		Storm Shield: A model equipped with a storm shield has a 3+ invulnerable save.
FACTION KEYWORDS	IMPER	IUM, ADEPTUS	ASTARTI	es, sp	PACE W	OLVES
KEYWORDS	CAVAL	RY, WOLF GUA	RD, THUN	NDER	WOLF	CAVALRY

									이 그는 것같이 잘 들어갔다. 여러 집에 집에 많이 가지 않는 것이 가지 않는 것이다.
NAME	Μ	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+
									wer Rating +2) or up to 10 additional Fenrisian attacks with its teeth and claws.
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES
Teeth and claws	Melee	Me	ee		User	-1	1	-	
ABILITIES	contain	s 6 or m		lels, or a	init's Lea add 2 ins	-		Swift this u	Hunters: You can re-roll failed charge rolls for nit.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, SP	ACE W	OLVES	5
KEYWORDS	BEAS	r, fen	RISIAN	WOL	VES			12 84	

Chainsword Melee Melee Oser 0 1 attack with this weapon. Frag grenade 6" Grenade D6 3 0 1 - Krak grenade 6" Grenade 1 6 -1 D3 - WARGEAR OPTIONS • Up to two models may replace their bolt pistol with a plasma pistol or an item from the Space Wolves Melee Weapon • The Skyclaw Pack Leader may replace his chainsword with an item from the Space Wolves Melee Weapon • The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Melee Weapon • The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Combination on the may also replace his bolt pistol with a plasma pistol or an item from the Space Wolves Combination on the may also replace his bolt pistol with a plasma pistol or an item from the Space Wolves Combination on the may also replace his bolt pistol with a plasma pistol or an item from the Space Wolves Combination on the space Wolves Combinatis the space Wolves Combination on the space	t 5			S	KY	CLA	W	S		
Skyclaw Pack Leader12"3+4+441273+Wolf Guard Sky Leader12"3+3+441283+This unit contains 1 Skyclaw Pack Leader and 4 Skyclaws. It can include up to 5 additional Skyclaws (Power Rating +4). It can also incl1283+Wolf Guard Sky Leader (Power Rating +2). Each model is armed with a chainsword, bolt pistol, frag grenades and krak grenades.WEAPONRANGETYPESAPDABILITESBolt pistol12"Pistol 1401-Plasma pistolWhen attacking with this weapon, choose one of the profiles below Supercharge12"Pistol 17-31 Supercharge12"Pistol 18-32On a hit roll of 1, the bearer is slain.ChainswordMeleeMeleeUser01-Frag grenade6"Grenade D6301-Krak grenade6"Grenade D6301-WAREFAR DPTIONS- Up to two models may replace this bolt pistol with a plasma pistol or an item from the Space Wolves St Woognown list, - The Skyclaw Pack Leader may replace his chainsword with an item from the Space Wolves Melee Weapo - The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Melee Weapo - The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Melee Weapo - The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Melee Weapo - The Wo	NAME	М	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard Sky Leader 12" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Skyclaw Pack Leader and 4 Skyclaws. It can include up to 5 additional Skyclaws (Power Rating +4). It can also incl Wolf Guard Sky Leader (Power Rating +2). Each model is armed with a chainsword, bolt pistol, frag grenades and krak grenades. WEAPON RANGE YPF S AP 0 ABILITES Bolt pistol 12" Pistol 1 4 0 1 - Plasma pistol When attacking with this weapon, choose one of the profiles below. - - - Stupercharge 12" Pistol 1 7 -3 1 - - Supercharge 12" Pistol 1 7 -3 1 - Chainsword Melee Melee User 0 1 Each time the bearer fights, it can make 1 addit attack with this weapon. Frag grenade 6" Grenade D6 3 0 1 - Krak grenade 6" Grenade I 6 -1 D3 - WAREEAR UPTIONS • Up to two models may replace their bolt pistol with a plasma pistol or an item from the Space Wolves Melee Weapon	Skyclaw	12"	3+	4+	4	4	1	1	7	3+
This unit contains 1 Skyclaw Pack Leader and 4 Skyclaws. It can include up to 5 additional Skyclaws (Power Rating +4). It can also incl With Guard Sky Leader (Power Rating +2). Each model is armed with a chainsword, bolt pistol, frag grenades and krak grenades. WEAPUN RANGE TYPE S AP D ABILITIES Bolt pistol 12" Pistol 1 4 0 1 - Plasma pistol When attacking with this weapon, choose one of the profiles below. - - - - Supercharge 12" Pistol 1 7 -3 1 - Chainsword Melee Melee User 0 1 - Frag grenade 6" Grenade D6 3 0 1 - Krak grenade 6" Grenade 1 6 -1 D3 - WARGEAR OPTIONS · Up to two models may replace their bolt pistol with a plasma pistol or an item from the Space Wolves Melee Weapon - - ABILITIES And They Shall Know No Fear (pg 130) Berserk Charge: On a turn in which they make successful charge, you can make 1 additional at the end of any of your Movement phases; ready to strike, instead of being placed on the battlefield. If it is, it can make a sudden assault to arrive on t	Skyclaw Pack Leader	12"	3+	4+	4	4	1	2	7	3+
Work Guard Sky Leader (Power Rating +2). Each model is armed with a chainsword, bolt pistol, frag grenades and krak grenades. WEAPON RANGE TYPE S AP D ABUITIES Bolt pistol 12" Pistol 1 4 0 1 - Plasma pistol When attacking with this weapon, choose one of the profiles below. - - - Standard 12" Pistol 1 7 -3 1 - - Supercharge 12" Pistol 1 7 -3 1 - Chainsword Melee Melee User 0 1 Each time the bearer fights, it can make 1 addite attack with this weapon. Frag grenade 6" Grenade D6 3 0 1 - Krak grenade 6" Grenade 1 6 -1 D3 - WARGEAR OPTIONS • Up to two models may replace their bolt pistol with a plasma pistol or an item from the Space Wolves St Weapone list. • Up to two models may replace his chainsword with an item from the Space Wolves Melee Weapon on The Skyclaw Pack Leader may replace his chainsword with an item from the Space Wolves Combi weapon ABUTTIES And TheyShall Know No Fear (pg 130) Berser Charge: On a turn in wh	Wolf Guard Sky Leader	12"	3+	3+	4	4	1	2	8	3+
Bolt pistol 12" Pistol 1 4 0 1 - Plasma pistol When attacking with this weapon, choose one of the profiles below. - - - Standard 12" Pistol 1 7 -3 1 - - Supercharge 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain. Chainsword Melee Melee User 0 1 Each time the bearer fights, it can make 1 addit attack with this weapon. Frag grenade 6" Grenade D6 3 0 1 - Krak grenade 6" Grenade 1 6 -1 D3 - WARGEAR DPTIONS • Up to two models may replace their bolt pistol with a plasma pistol or an item from the Space Wolves Melee Weapon. • Up to two models may replace his chainsword with an item from the Space Wolves Melee Weapon. • The Skyclaw Pack Leader may replace his chainsword with an item from the Space Wolves Melee Weapon. • The Skyclaw Pack Leader may replace his chainsword with an item from the Space Wolves Combit weapon. ABILITIES And They Shall Know No Fear (pg 130) Berserk Charge: On a turn in which they make successful charge, you can make 1 additional at the end of any of your Movement phases; neady to strike, instead of being	Wolf Guard Sky Leader (Pe	ower Ratin	ig +2) . I	Each mo		rmed wit	h a cha	insword,	bolt pis	stol, frag grenades and krak grenades.
Plana pistol When attacking with this weapon, choose one of the profiles below. - Standard 12" Pistol 1 7 -3 1 - - Supercharge 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain. Chainsword Melee Melee User 0 1 Each time the bearer fights, it can make 1 addit attack with this weapon. Frag grenade 6" Grenade D6 3 0 1 - Krak grenade 6" Grenade 1 6 -1 D3 - WARGEAR OPTIONS • Up to two models may replace their bolt pistol with a plasma pistol or an item from the Space Wolves Melee Weapon. • The Skyclaw Pack Leader may replace his chainsword with an item from the Space Wolves Melee Weapon. • The Skyclaw Pack Leader may replace his chainsword with an item from the Space Wolves Melee Weapon. • The Skyclaw Pack Leader may replace his chainsword with an item from the Space Wolves Melee Weapon. • The Skyclaw Pack Leader may replace his chainsword with an item from the Space Wolves Combit weapon he may also replace his bolt pistol with a plasma pistol or an item from the Space Wolves Combit weapon. • The Skyclaw Fack Leader may replace his chainsword with an item from the Space Wolves Combit weapon. • The Skyclaw Fack Leader may replace his chainsword with an item from the Space Wolves Combit weapon. • The Sky									ABILI	11115
- 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 addit attack with this weapon. Frag grenade 6" Grenade D6 3 0 1 - Krak grenade 6" Grenade 1 6 -1 D3 - WARGEAR DPTIONS • Up to two models may replace their bolt pistol with a plasma pistol or an item from the Space Wolves State Wolves State Wolve	•				is wear	1	Ũ	-	- ofiles b	pelow
- 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 addit attack with this weapon. Frag grenade 6" Grenade D6 3 0 1 - Krak grenade 6" Grenade 1 6 -1 D3 - WARGEAR OPTIONS • Up to two models may replace their bolt pistol with a plasma pistol or an item from the Space Wolves Melee Weapons-list, • The Skyclaw Pack Leader may replace his chainsword with an item from the Space Wolves Melee Weapon • The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Melee Weapon • The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Melee Weapon • The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Combi weapon • The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Combi weapon ABILITIES And They Shall Know No Fear (pg 130) Berserk Charge: On a turn in which they make successful charge, you can make 1 additional at the end of any of your Movement phases; when it does so set it up anywhere that is more than 9" from any enemy models. • Headstrong: Unless this unit contains a Wolf Guard Support on the battlefield. If it is, it can make a sudden assault to arrive on the battlefield	-			-	iis wear			-	-	
Chainsword Melee Welee User 0 1 attack with this weapon. Frag grenade 6" Grenade D6 3 0 1 - Krak grenade 6" Grenade I 6 -1 D3 - WARGEAR DPTIONS • Up to two models may replace their bolt pistol with a plasma pistol or an item from the Space Wolves Melee Weapon. • Up to two models may replace his chainsword with an item from the Space Wolves Melee Weapon. • The Skyclaw Pack Leader may replace his chainsword with an item from the Space Wolves Melee Weapon. • The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Melee Weapon. ABILITIES And They Shall Know No Fear (pg 130) Berserk Charge: On a turn in which they make successful charge, you can make 1 additional at the Fight phase with all models in the unit. Jump Pack Assault: When you set this unit up during deployment, it can be set up high in the skies, ready to strike, instead of being placed on the battlefield. If it is, it can make a sudden assault to arrive on the battlefield at the end of any of your Movement phases; when it does so set it up anywhere that is more than 9" from any enemy models. • Headstrong: unless this unit contains a Wolf Guard on so.	- Supercharge	12"	Pist	ol 1		8	-3	2	On a	a hit roll of 1, the bearer is slain.
Krak grenade 6" Grenade 1 6 -1 D3 - WARGEAR OPTIONS • Up to two models may replace their bolt pistol with a plasma pistol or an item from the Space Wolves Sp Weapons list, • The Skyclaw Pack Leader may replace his chainsword with an item from the Space Wolves Melee Weapon • The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Melee Weapon • The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Melee Weapon • The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Combi weapon • Berserk Charge: On a turn in which they make successful charge, you can make 1 additional at 	Chainsword	Melee	Me	lee		User	0	1		n time the bearer fights, it can make 1 additional ck with this weapon.
 WARGEAR OPTIONS Up to two models may replace their bolt pistol with a plasma pistol or an item from the Space Wolves Space Wolves Space Wolves Melee Weapons list. The Skyclaw Pack Leader may replace his chainsword with an item from the Space Wolves Melee Weapons the may also replace his bolt pistol with a plasma pistol or an item from the Space Wolves Melee Weapons here may also replace his bolt pistol with a plasma pistol or an item from the Space Wolves Melee Weapons here may also replace his bolt pistol with a plasma pistol or an item from the Space Wolves Melee Weapons here may also replace his bolt pistol with a plasma pistol or an item from the Space Wolves Melee Weapons here may also replace his bolt pistol with a plasma pistol or an item from the Space Wolves Combi weapons here may also replace his bolt pistol with a plasma pistol or an item from the Space Wolves Combi weapons here may also replace his bolt pistol with a plasma pistol or an item from the Space Wolves Melee Weapons here may also replace his bolt pistol with a plasma pistol or an item from the Space Wolves Combi weapons here may also replace his bolt pistol with a plasma pistol or an item from the Space Wolves Combi weapons here may also replace his bolt pistol with a plasma pistol or an item from the Space Wolves Combi weapons here may also replace his bolt pistol with a plasma pistol or an item from the Space Wolves Combi weapons here may also replace his bolt pistol with a plasma pistol or an item from the Space Wolves Combi weapons here weapons here may also replace his bolt pistol with a plasma pistol or an item from the Space Wolves Combi weapons here weapons her	Frag grenade	6"	Gre	nade De	5	3	0	1	-	
Weapons list, • The Skyclaw Pack Leader may replace his chainsword with an item from the Space Wolves Melee Weapon. • The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Melee Weapon. • The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Melee Weapon. • The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Melee Weapon. • The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Melee Weapon. • The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Combi weapon. • The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Melee Weapon. • The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Melee Weapon. • The Wolf Guard Sky Leader may replace his chainsword with an item from the Space Wolves Combi weapon. • ABILITIES And They Shall Know No Fear (pg 130) Berserk Charge: On a turn in which they make successful charge, you can make 1 additional at the Fight phase with all models in the unit. • Geployment, it can be set up high in the skies, ready to strike, instead of being placed on the battlefield. If it is, it can make a sudden assault to arrive on the battlefield at the end of any of your Movement phases; when it does so set it up anywhere that is more than 9" from any enemy models.	Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
Jump Pack Assault: When you set this unit up during deployment, it can be set up high in the skies, ready to strike, instead of being placed on the battlefield. If it is, it can make a sudden assault to arrive on the battlefield at the end of any of your Movement phases; when it does so set it up anywhere that is more than 9" from any enemy models. successful charge, you can make 1 additional at the Fight phase with all models in the unit. Headstrong: Unless this unit contains a Wolf G Leader, or is within 6" of a friendly WOLF GUA must declare a charge in its Charge phase if it is to do so.		Weapo • The Sl • The V he ma	ons list, kyclaw ¹ Volf Gua ty also r	Pack Lea ard Sky I eplace h	der ma .eader i is bolt j	y replace may repla pistol wit	his cha ace his a a plas	ainsword chainswo	with an ord with ord an	n item from the Space Wolves Melee Weapons list. h an item from the Space Wolves Melee Weapons li item from the Space Wolves Combi weapons list.
any enemy models.	ABILIIIF2	Jump P deployr strike, i it can m at the en	Pack Ass nent, it nstead o nake a su nd of an	ault: W can be so of being udden as	hen you et up hi placed ssault to r Move	set this gh in the on the ba arrive o ment pha	unit up skies, ttlefiel n the b ases; wl	ready to d. If it is, attlefield hen it	succe the F Head Lead must	essful charge, you can make 1 additional attack in Fight phase with all models in the unit. dstrong: Unless this unit contains a Wolf Guard S ler, or is within 6" of a friendly WOLF GUARD , it t declare a charge in its Charge phase if it is possib
		any ene	my mo	dels.	11.9		12	1		
FACTION KEYWORDSIMPERIUM, ADEPTUS ASTARTES, SPACE WOLVESKEYWORDSINFANTRY, BLOOD CLAW, JUMP PACK, FLY, SKYCLAWS	FACTION KEYWORDS									



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	GU	JNS	HII	P	DAMAGE Some of this model's o it suffers damage, as s		change a
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 m			d with a	helfros	st destruc	tor, two	o twin he	eavy bol	ters	4-7 1-3	20-35" 20"	4+ 5+
WEAPON	RANGE	TYP			S	AP	D	ABILIT	TES			8
Helfrost destructor					on, choo ll a D6; o					n model suffers any unsav l wound.	ved wounds fr	om
Dispersed beam	24"	Hea	vy 3D3		6	-2	2	-				
Focused beam	24"	Hea	vy 3		8	-4	D6	-				
Lascannon	48"	Hea	vy 1		9	-3	D6	-				
Skyhammer missile launcher	60"	Hea	vy 3		7	-1	D3	target	ts that c	nit rolls made for this we an FLY . Subtract 1 from on against all other targe	the hit rolls m	ade
Stormstrike missile launcher	72"	Hea	vy 1		8	-3	3	-				
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-				
Twin multi-melta	24"	Hea	vy 2		8	-4	D6	two d		s within half range of thi n inflicting damage with		
WARGEAR OPTIONS										eltas or a skyhammer mi cannons.	issile launcher.	1
ABILITIES	roll a De before a	6 before ny emb in a fier	removii arked m y explos	ng it fro odels di ion and	is reduce om the ba isembark l each un	ttlefield . On a 6	l and 5 it	charg attack Hard	ed by u ted in th to Hit:	his model cannot charge, nits that can Fly, and can he Fight phase by units th Your opponent must sub	only attack of hat can Fly. otract 1 from	: be
					over in a	our		Shoot		ttacks that target this mo use.	odel in the	100
		ent pha	se, you c	an decla	are it will	l hover.					oves first nivo	it it
	Movem Move cl phase, a	ent phas naracter and it los onic abil	se, you c istic bec ses the A ities unt	an decla omes 20 irborne		l hover. he end o o Hit an	of the d	Supe on th far th forwa	rsonic: e spot u e mode urds. No	Each time this model mo p to 90° (this does not co l moves), and then move te that it cannot pivot ag	ontribute to ho the model str ain after the in	ow aight nitial
	Movemo Move cl phase, a Superso Movemo Power c	ent phas naracter and it los onic abil ent phas of the M Heavy	se, you c istic bec ses the A ities unt se.	an decla omes 20 irborne il the be Spirit: 7	are it will 0" until tl e, Hard to	l hover. he end o o Hit an of your el can r	of the d next nove	Supe on th far th forwa pivot.	rsonic: e spot u e mode urds. No When cteristic	Each time this model mo p to 90° (this does not co l moves), and then move	ontribute to ho the model str ain after the in crease its Mov	ow aight nitial e
TRANSPORT	Movem Move cl phase, a Superso Movem Power c and fire to its hit	ent pha: naracter nd it lo: nic abil ent pha: of the M Heavy t rolls. odel can	se, you c istic bec ses the A ities unt se. (achine S weapons transpo	an decla omes 20 irborne l the be Spirit: 7 withou	are it will 0" until the e, Hard to eginning This mod at sufferin ACE WO	hover. he end co o Hit an of your el can r ng the p LVES I	of the d next nove enalty NFANT	Super on th far th forwa pivot. chara roll a	rsonic: e spot u e mode ards. No When cteristic dice. lels. Eac	Each time this model mo p to 90° (this does not co l moves), and then move te that it cannot pivot ag this model Advances, inc	ontribute to ho the model str ain after the in crease its Mov the phase – do	ow aight nitial e not
TRANSPORT FACTION KEYWORDS	Movema Move cl phase, a Superso Movema Power c and fire to its hit This mo model t	ent pha: naracter ind it los inic abil ent pha: of the M Heavy t rolls. odel can akes the	se, you c istic bec ses the A ities unt se. (achine S weapons transpo e space o	an decla omes 20 irborne I the be Spirit: 7 withou rt 6 SPA f two ot	are it will 0" until the e, Hard to eginning This mod at sufferin ACE WO	l hover. he end o o Hit an of your el can r ng the p LVES I els. It n	of the d next nove enalty NFANT nay not t	Super on th far th forwa pivot. chara roll a RY moo	rsonic: e spot u e mode urds. No . When cteristic dice. dice. t PRIM	Each time this model mo p to 90° (this does not co l moves), and then move te that it cannot pivot ag this model Advances, ind by 20" until the end of t	ontribute to ho the model str ain after the in crease its Mov the phase – do	ow aight nitial e not

T town	Trower					ANC	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+	

This unit contains 1 Long Fang Pack Leader and 4 Long Fangs. It can include 1 additional Long Fang (**Power Rating +1**). It can also include either a Wolf Guard Pack Leader (**Power Rating +2**) or a Wolf Guard Pack Leader in Terminator Armour (**Power Rating +3**).

• The Long Fangs and the Long Fang Pack Leader are each armed with a boltgun, bolt pistol, frag grenades and krak grenades. The Long Fang Pack Leader is also armed with a chainsword.

A Wolf Guard Pack Leader is armed with a chainsword, bolt pistol, frag grenades and krak grenades.
A Wolf Guard Pack Leader in Terminator Armour is armed with a power sword and storm bolter.

	RANGE	ТҮРЕ	S	AP	D	ABILITIES
WEAPON Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Plasma pistol	When at	tacking with this we	eapon, choo	se one	of the pi	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.
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 sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
	- The Lo	ng Fang Dack Loade	ar may ronla	co his h	oltaun	from the <i>Space Wolves Heavy Weapons</i> list.
	Space V • The Lo. • The We Weapor Combi • The We Wolves	<i>Wolves Special Weap</i> ng Fang Pack Leade olf Guard Pack Lead 15 list; he may also 1 <i>weapons</i> list, olf Guard Pack Lead	ons list. er may repla ler may replace his l ler in Termi <i>Weapons</i> list	ace his c lace his polt pist inator <i>1</i> ; he ma	chainswo chainsw col with Armour y also re	and bolt pistol with a plasma pistol or an item from the ord with an item from the <i>Space Wolves Melee Weapons</i> list. yord 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> place his storm bolter with an item from the <i>Space Wolves</i>
ABILITIES	Space V • The Lo. • The Wee Weapor Combi- • The We Wolves Combi- And The Crux Ter	<i>Wolves Special Weap</i> ng Fang Pack Leade olf Guard Pack Lead vs list; he may also i <i>weapons</i> list, olf Guard Pack Lead <i>Terminator Melee</i> W	ons list. er may repla ler may rep replace his l ler in Termi <i>Neapons</i> list <i>ator Heavy</i> Sear (pg 130 Guard Pack 1	ace his c lace his polt pist inator <i>A</i> ; he ma <i>Weapor</i>) Leader	chainswo chainsw ol with Armour y also re is list	and bolt pistol with a plasma pistol or an item from the ord with an item from the <i>Space Wolves Melee Weapons</i> list. 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>
	Space V • The Lo. • The We Weapor Combi- • The We Wolves- Combi- And The Crux Ten Terminat	Wolves Special Weap ng Fang Pack Leade off Guard Pack Leade is list; he may also i weapons list, off Guard Pack Lead Terminator Melee V weapons or Termin by Shall Know No F rminatus: A Wolf C	ons list. er may repla der may rep replace his t der in Termi <i>Veapons</i> list <i>ator Heavy</i> Pear (pg 130 Guard Pack 1 + invulneral	ace his c lace his polt pist inator / ; he ma <i>Weapor</i>) Leader 1 ble save	chainswo chainsw ol with Armour y also re ts list in	and bolt pistol with a plasma pistol or an item from the ord with an item from the <i>Space Wolves Melee Weapons</i> list. rord 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> place his storm bolter with an item from the <i>Space Wolves</i> Fire Discipline: At the start of each of your Shooting phases, pick one enemy unit on the battlefield. You can re-roll hit rolls of 1 for any models from this unit that target the enemy unit you picked that phase.

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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.

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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





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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 EQUIPMENT

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

Bolt pistol

- Chainsword
- Grav-pistol
- Inferno pistol
- Hand flamer
- Lightning claw
- Plasma pistol
 Power axe
- Power axePower fist
- Power fist
 Power lance
- Power land
- Power maul
- Power sword Storm shield
- Thunder hammer
- Xenophase blade ¹
- Menophase blade
- 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 EQUIPMENT

- Bolt pistolChainsword
- Chainsword
- Grav-pistolInferno 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 can<u>non</u>
- Cyclone missile launcher & storm bolter

DEATHWATCH DREADNOUGHT HEAVY WEAPONS

Twin lascannon
 Assault cannon
 Plasma cannon

		4.52	131.000	124/3	1.5.1	128.6	Level .	a little	
		I	NAJ	CH	I M		TEI	2	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Watch Master	6"	2+	2+	4	4	6	4	9	2+
A Watch Master is a single r	nodel arı	ned wit	h a guaro	lian spe	ear, frag	grenade	s and kr	ak gren	ades.
WEAPONS	RANGE	ТҮР	E		S	AP	D	ABILI	TIES
Guardian spear (shooting)	24"	Rap	oid Fire 1		4	-1	2	-	
Guardian spear (melee)	Melee	Mel	ee		+1	-3	D3	-	
Frag grenade	6"	Gre	nade D6	i	3	0	1	-	
Krak grenade	6"	2+ 2+ 4 armed with a guardian E TYPE Rapid Fire 1			6	-1	D3	-	
ABILITIES	Ammu	nition (pg 170)				ave.		h Master: You can re-roll failed hit rolls for friendly THWATCH units within 6" of this model.
FACTION KEYWORDS								ATCH	
KEYWORDS	INFAN	TRY.	CHAR	ACTER	R, WAT	СН М	ASTER	1.65	State of the second

	12.472								
Power		WA'	TCF	H C	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+
Watch Captain Artemis is a one of this model may be i				a powe	er sword,	Hellfir	e Extren	nis, frag g	grenades, krak grenades and a stasis bomb. Only
WEAPONS	RANGE				S	AP	D	ABILIT	IFS
Hellfire Extremis	When a	ttacking	_						ofiles below. If you choose both, subtract 1 from all
- Hellfire flamer	8"	Ass	ault D6		*	0	1	woun	weapon automatically hits its target. This weapon ads on a 4+, unless it is targeting a VEHICLE , in a case it wounds on a 6+.
- Boltgun	24"	Rap	id Fire 1		4	0	1	-	
Power sword	Melee	Mel	ee		User	-3	1	-	
Frag grenade	6"	Gre	nade D6		3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
Stasis bomb	6"	Grenade 1							weapon can only be used once per battle. If the attack deal D6 mortal wounds to your target. If it misses, n Captain Artemis suffers D6 mortal wounds.
ABILITIES	Ammu	nition (Capta	oppable Champion: Roll a D6 whenever Watch ain Artemis loses a wound. On a 6, he does not lose vound.
		DEATI	You can a HWATCI						Halo: Watch Captain Artemis has a 4+ nerable save.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, DI	EATHV	VATCH	
KEYWORDS	INFAN	TRY,	CHARA	ACTER	R, CAP	TAIN,	ARTE	MIS	

▶ 9 rowret

DEATHWATCH KILL TEAM

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+
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 Veteran. It can include up to 5 additional models in any combination of Deathwatch Veterans (**Power Rating +2 per model**), Deathwatch Terminators (**Power Rating +3 per model**), Deathwatch Bikers (**Power Rating +2 per model**) and Deathwatch Vanguard Veterans (**Power Rating +2 per model**).

• Each Deathwatch Veteran, Watch Sergeant and Black Shield is equipped with a 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 TYPE AP 0 ABILITIES S 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 Each time the bearer fights, it can make 1 additional attack Chainsword Melee Melee User 0 1 with this weapon. When attacking with this weapon, you must subtract 1 Power fist Melee Melee x2 -3 D3 from the hit roll. Twin boltgun 24" Rapid fire 2 0 4 1 6" Grenade D6 3 Frag grenade 0 1 Krak grenade 6" Grenade 1 6 -1 D3 · Any Deathwatch Veteran, Watch Sergeant or Black Shield may WARGEAR • Up to 3 Deathwatch Terminators may replace their storm replace their boltgun with two items from the Deathwatch bolter with a weapon from the Deathwatch Terminator Heavy **OPTIONS** Equipment list. Weapons list. Up to 4 Deathwatch Veterans may replace their boltgun with an • Any Deathwatch Terminator may replace its power fist with a item from the Deathwatch Heavy Weapons list, weapon from the Deathwatch Terminator Melee Weapons list. Any Deathwatch Veteran may replace their boltgun with a heavy • Any Deathwatch Terminator may replace its storm bolter thunder hammer (pg 221). and power fist with two lightning claws (pg 209) or a thunder • A Watch Sergeant may take a combat shield (pg 209). hammer (pg 209) and storm shield (pg 209). • Any Deathwatch Vanguard Veteran may replace their bolt pistol • Any Deathwatch Biker may take a power axe (pg 209), power and chainsword with a heavy thunder hammer (pg 221) or two maul (pg 209) or power sword (pg 209). items chosen from the DeathwatchVanguard Equipment list. • One Deathwatch Biker may take a Deathwatch teleport homer. And They Shall Know No Fear, Special Issue Ammunition Atonement Through Honour: A unit that contains a Black Shield ABILITIES (pg 170) can make Heroic Interventions as if it were a CHARACTER, and must do so if able to. Mixed Unit: A Deathwatch Kill Team can contain models with Relentless Assault: When a Kill Team that includes any Deathwatch different Toughness characteristics. If this is the case, use the Bikers Falls Back, it can charge later that turn. Toughness characteristic of the majority of the models in the unit when the enemy makes wound rolls against it. If there is no majority, the Deathwatch player may choose which of the values is Deathwatch Teleport Homer: If this unit has a Deathwatch teleport used. Whilst the unit includes any Deathwatch Terminators, it has homer, place it anywhere in your deployment zone when your army deploys. If an enemy model is ever within 9" of the Deathwatch the TERMINATOR keyword; whilst it includes any Deathwatch Bikers, it has the BIKER keyword; whilst is includes any teleport homer, it is deactivated and removed from the battlefield. Deathwatch Vanguard Veterans, it has the JUMP PACK keyword, Whilst there are any friendly Deathwatch teleport homers on the battlefield, a unit that contains one or more Deathwatch Unflinching: This unit automatically passes Morale tests if it Terminators can perform an emergency teleport instead of moving contains any Deathwatch Terminators. in its Movement phase. At the end of the Movement phase, remove the unit and then set it up with all models within 6" of a friendly Crux Terminatus: Deathwatch Terminators have a 5+ Deathwatch teleport homer. That Deathwatch teleport homer then invulnerable save. shorts out and is removed from the battlefield. Vanguard Strike: When a Kill Team that includes any Vanguard Veterans Falls Back, it can shoot later that turn as if it could FLY, IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH **FACTION KEYWORDS KEYWORDS** INFANTRY, KILL TEAM

	DI	EAT	HW	ATCI	ΗΊ	ER	MIN	NATORS					
NAME	M	WS	BS	S T	W	A	Ld	Sv					
Deathwatch Terminator	5"	3+	3+	4 4	2	2	8	2+					
Deathwatch Terminator Sergeant	5"	3+	3+	4 4	2	3	9	2+					
 This unit contains 1 Deathy (Power Rating +13). Each Deathwatch Termin The Deathwatch Termina 	ator is arm	ed with	a storm b	olter and p	ower fist	t.		include up to 5 additional Deathwatch Termina					
WEAPONS	RANGE	TYPE		S	AP	D	ABILI	ITIES					
Storm bolter	24"	Rapi	id Fire 2	4	0	1	-						
Lightning claw	Melee	Mele	ee	Use	r -2	1	mod	You can re-roll failed wound rolls for this weapon. If model is armed with two lightning claws, each time fights it can make 1 additional attack with them.					
Power fist	Melee	Mele	ee	x2	-3	D3		en attacking with this weapon, you must subtrac 1 the hit roll.					
Power sword	Melee	Mele	ee	Use	r -3	1	-						
Thunder hammer	Melee	Mele	ee	x2	-3	3		en attacking with this weapon, you must subtrac 1 the hit roll.					
WARGEAR OPTIONS	Heavy • Any m Weapo • Any m storm	Weapor nodel ma ms list. nodel ma shield (as list. Ay replace Ay replace pg 209).	its power fi its storm b	ist or po olter and	wer swoi	d with a ìst with t	lter with a weapon from the <i>Deathwatch Termina</i> weapon from the <i>Deathwatch Terminator Melee</i> two lightning claws or a thunder hammer and					
ABILITIES		erminati	ıs: Termiı) Fear (pg 1 hators have			Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can use a teleport strike to arrive on the battlefield – set it up anywhere on						
		•	nis unit au	tomatically	passes		the battlefield that is more than 9" away from ar enemy models.						
	Morale tests. enemy models.												
FACTION KEYWORDS			ADEPTU	US ASTAR	RTES, I	DEATH							



X (10)			DE		HW		СП		and a state of the states of the states					
Power	V	YAN	GU	AR	D	/EI	ER	AN	IS					
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+					
									It can include up to 5 additional Deathwatch rord, frag grenades and krak grenades.					
WEAPONS	RANGE	TYP	E		S	AP	D	ABIL	ITIES					
Bolt pistol	12"	Pist	ol 1		4	0	1	-						
Chainsword	Melee	Me	ee		User	0	1		h time the bearer fights, it can make 1 additional ck with this weapon.					
Heavy thunder hammer	Melee	Mel	ee		x2	-3	D6	fron	en attacking with this weapon, you must subtract 1 n the hit roll. Each time you make a wound roll of with this weapon, that hit is resolved with a Damage.					
Frag grenade	6"	Gre	nade De	5	3	0	1	-						
Krak grenade	6"	Gre	nade 1		6	-1	D3	-						
WARGEAR OPTIONS	Equip	ment lis	t.						h two items from the <i>Deathwatch Vanguard</i> istol and chainsword with a heavy thunder hammer					
ABILITIES	And Th	ney Shal	l Know	No Fea	r, Specia	l Issue	Ammu	nition (pg 170)					
	battlefie	Jump Pack Assault: During deployment, you can set up this unit high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this unit can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.												
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, D	EATHV	VATCH	H					
KEYWORDS	INFAN	NTRY,	JUMP	PACK	FLY, V	ANGU	ARD V	ETER	RANS					



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

5 Stower	Ι	DEA	TH	WA	ATC]	HI	BIKI	ER	S				
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+				
									o 3 additional Deathwatch Bikers (Power Rating bace Marine bike equipped with a twin boltgun.				
WEAPONS	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Twin boltgun	24"	Rap	id fire 2		4	0	1	-					
Power axe	Melee	Mel	ee		+1	-2	1	-					
Power maul	Melee	Mel	ee		+2	-1	1	-					
Power sword	Melee	Mel	ee		User	-3	1	-					
Frag grenade	6"	6" Grenade I			3	0	1	-					
Krak grenade	6"	Gre	nade 1		6	-1	D3	-					
WARGEAR OPTIONS							ul or powe ch teleport						
ABILITIES	Ammu	nition (ess Assa	pg 170) ult: Wh		r, Specia unit Fall			Deathwatch Teleport Homer: If this unit has a Deathwatch teleport homer, place it anywhere in your deployment zone when your army deploys. If an enemy model is ever within 9" of the Deathwatch teleport homer, it is deactivated and removed from the battlefield. Whilst there are any friendly Deathwatch teleport homers on the battlefield, a unit that					
Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice. contains one or more Deathwatch Termina an emergency teleport instead of moving it phase. At the end of the Movement phase, and then set it up with all models within 6 Deathwatch teleport homer. That Deathwat					hins one or more Deathwatch Terminators can perform nergency teleport instead of moving in its Movement e. At the end of the Movement phase, remove the unit hen set it up with all models within 6" of a friendly hwatch teleport homer. That Deathwatch teleport er then shorts out and is removed from the battlefield.								
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, DI	EATHWA	ТСН					
KEYWORDS	BIKEF	RS		10.8									



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

12 12		CO	RV	US	BL	ACI	KST	AR		DAMAGE Some of this model's it suffers damage, as			ıng	
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 sing missile launchers.	gle model	equippe	d with a	twin as	sault ca	nnon an	nd two sto	ormstril	ĸe	4-7 1-3	20-30" 20"	4+ 5+		
WEAPONS	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Blackstar rocket launcher	When	attacking	g with th	is weap	on, cho	ose one	of the pro							
- Corvid warhead	30"Heavy D66-11Add 1 to hit rolls for this weapon when targeting a unit that can Fly.30"Heavy D6401Add 1 to hit rolls for this weapon when targeting a unit that can Fly.													
- Dracos warhead	30"		vy D6		4	0	1		1 to hit s in cov		nen targeting	g a unit		
Hurricane bolter	24"	Rap	id Fire 6	5	4	0	1	-						
Stormstrike missile launcher	72"		vy 1		8	-3	3	-						
Twin assault cannon	24"		vy 12		6	-1	1	-						
Twin lascannon	48"		vy 2		9	-3	D6 on with a	-						
	phase, Superse	haracter and it lo onic abil ient pha	ses the A ities unt	Airborne	e, Hard f	to Hit ar	nd	before any embarked models disembark. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D6 mortal wounds.						
	Airbor charged be attac Hard to hit rolls	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.						
	Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.						 Auspex Array: You can re-roll hit rolls of 1 for a model with an auspex array when targeting an enemy in the Shooting phase that cannot FLY. Infernum Halo-launcher: If an enemy unit that can FLY targets a supersonic model with an infernum halo-launcher in the Shooting phase, your opponent must subtract 1 from the subsequent hit rolls. 							
TRANSPORT	This m takes th	odel can ne space	transpo of two o	ther mo				'RY mo	dels. Ea	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.												
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	START	'ES, DI	EATHW	ATCH						




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-slaying and bearing advanced power-field generators. These wondrous blades can carve through the unnaturally thick hide of a warp-spawned monstrosity as if it were naught but leprous skin.

When a daemonic threat emerges to threaten the Imperium, the Grey Knights strike with the fury of the Emperor, teleporting into the thick of the enemy force in a terrifying eruption of psychic might and blistering firepower. They know they must banish or slaughter their daemonic foes quickly, lest the incursion spread further and further, and more wretched abominations crawl forth from the immaterium. Terminators lumber forward, unleashing the thunderous percussion of their storm bolters. Scores of Daemons are shredded and blasted apart as bolter rounds inscribed with ancient runes of warding strike home. Before the monstrous ranks can react, the Grey Knights are amongst them, slashing and slicing with their Nemesis blades, purifying the taint of 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

180

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)
- ¹ 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.

SAN	HI	ŀ	l	ት	H	P		ľ	E	
03		PS	YC	H	IC	P	0	W	EF	ł

Purge Soul

Purge Soul has a warp charge value of 5. If manifested, pick a visible enemy unit within 12" of the psyker. Both controlling players roll a dice and add their respective unit's highest

Leadership value. If the target's total is equal to or greater than the psyker's total, nothing happens. If the psyker's total is greater than the target's total, the target unit suffers a number of mortal wounds equal to the difference.

Gate of Infinity

Gate of Infinity has a warp charge value of 6. If manifested, pick a friendly **GREY KNIGHTS** unit within 12" of

the psyker. Remove that unit from the battlefield and immediately set it up anywhere on the battlefield that is more than 9" from any enemy models.

Hammerhand

Hammerhand has a warp charge value of 6. If manifested,

3 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

2

Many of the units you will find on the following pages reference one or more wargear lists. When this is the case, the unit may take any item from the appropriate list on pg 11 or below. The profiles for the weapons in these lists can be found in the appendix (pg 223).

GREY KNIGHTS MELEE WEAPONS

- Nemesis Daemon hammer
- Nemesis force halberd
- Nemesis force sword
- Nemesis warding stave
- Two Nemesis falchions ¹

¹ May not be taken by an Apothecary.

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+					
Lord Kaldor Draigo is a s out grenades. Only one o						storm sh	nield, a s	torm bo	lter, frag grenades, krak grenades and psyk-					
WEAPON	RANGE	TYP	<u>E</u>		S	AP	D	ABILI	TIES					
Storm bolter	24"	Rap	id Fire 2		4	0	1	-						
The Titansword	Melee	Mel			+4	-4	3	-						
Frag grenade	6"													
Krak grenade	6"	Gre	nade 1		6	-1								
Psyk-out grenade	6"	Gre	nade D3		2	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 l ment (p /hen a fr	g 181)				friend	oter Master: You can re-roll failed hit rolls for dly GREY KNIGHTS units that are within 6" of Kaldor Draigo.					
	unit wit against	hin 6" o a DAEN	f Lord K ION un rolls for	aldor D it in the	Draigo m Fight p	akes an	attack	Lord on th	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 S invulne		Lord Kal ve.	dor Dra	aigo has	a 3+		set hi	im up anywhere on the battlefield that is more than yay from any enemy models.					
PSYKER	to deny	two psy		vers in	each ene	emy Psy			rs in each friendly Psychic phase, and attempt mows the <i>Smite</i> psychic power and two psychic					
FACTION KEYWORDS							REY KI	NIGHT	S					
KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS 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.

10 town	GF	AN	ND :	MA	ST	ER	VO		US
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Grand Master Voldus	5"	2+	2+	4	4	6	5	9	2+
Grand Master Voldus is a s one of this model may be in				lalleus	Argyrum	ı, a storı	m bolter,	frag gre	enades, krak grenades and psyk-out grenades. Only
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-	
Malleus Argyrum	Melee	Mel	ee		x2	-3	3	-	
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	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					r, Daem t Strike (friend	of Battle: You can re-roll hit rolls of 1 for dly GREY KNIGHTS units within 6" of Grand er Voldus.
	Iron Ha invulne			er Volc	lus 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	'ES, GI	REY KN	NIGHT	⁷ S
KEYWORDS	CHAR	ACTE	R, INFA	ANTR	Y, GRA	ND M	ASTER	, TERM	MINATOR, PSYKER, VOLDUS

		(GRA	NI	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+						
A Grand Master is a single	e model arm	ed with	a Neme	esis forc	e halber	d, storn	n bolter,	frag gre	nades, krak grenades and psyk-out grenades.						
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES						
Storm bolter	24"	Rap	id Fire 2	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"	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									em from the Grey Knights Melee Weapons list. he Grey Knights Special Weapons list.						
ABILITIES	Rites o	f Banis	hment, '	Telepor	ur, Daen t Strike + invulr	(pg 181	1)		of Battle: You can re-roll hit rolls of 1 for friendly Y KNIGHTS units within 6" of this model.						
PSYKER	psychic	c power		enemy					ch friendly Psychic phase, and attempt to deny one <i>te</i> psychic power and one psychic power from the						
FACTION KEYWORDS	IMPE	RIUM	, ADEF	TUS A	ASTAR	ГES, G	REY K	NIGH	TS						
KEYWORDS	CHAI	RACTH	R, INF	CHARACTER, INFANTRY, TERMINATOR, PSYKER, GRAND MASTER											

9 .0wt		BR	OT	ΉF	ER-C	CAF	TA	IN										
NAME	М	WS	BS	S	T	W	A	Ld	Sv									
Brother-Captain	5"	2+	2+	4	4	6	4	9	2+									
A Brother-Captain is a sin	gle model a	rmed w	vith a Ne	mesis f	orce halt	oerd, sto	rm bolte	er, frag g	grenades, krak grenades and psyk-out grenades.									
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES									
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-										
Nemesis force halberd	Melee	Mel	lee		+1	-2	D3	-										
Frag grenade	6"	Gre	enade De	5	3	0	1	-										
Krak grenade	6"	Gre	enade 1		6	-1	D3	-										
Psyk-out grenade	6"	6" Grenade D3 2 0 1 Each time you roll a hit roll of 6+ for this weap targeting a PSYKER or DAEMON , the target mortal 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	f Banisł	nment, T	Telepor	r, Daem t Strike (+ invulne	(pg 181)		withi	hic Locus: When a friendly GREY KNIGHTS unit in 6" of any BROTHER-CAPTAINS manifests the <i>e</i> power, double its range.									
PSYKER	psychic	power		enemy					friendly Psychic phase, and attempt to deny one <i>e</i> psychic power and one psychic power from the									
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	'ES, GI	REY KN	NIGHT	rs in the second s									
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, TER	MINA	CHARACTER, INFANTRY, TERMINATOR, PSYKER, BROTHER-CAPTAIN											



NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Brother-Captain Stern	5"	2+	2+	4	4	6	4	9	2+				
Brother-Captain Stern is a Only one of this model ma					sis force s	word, s	storm bo	lter, frag	g grenades, krak grenades and psyk-out grenades.				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					
Nemesis force sword	Melee	Me	ee		User	-3	D3	-					
Frag grenade	6"	Gre	nade Dé	5	3	0	1	-					
Krak grenade	6"	Gre	nade 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 su mortal wound instead of the normal damage.												
ABILITIES			l Know e (pg 181		ır, Daemo	on Hur	iters,	within	hic Locus: When a friendly GREY KNIGHTS uni n 6" of any BROTHER-CAPTAINS manifests the power, double its range.				
	choose single fa Howeve single fa throw fa	to re-ro ailed sav er, if you ailed hit or one c	ll a singl ving thro 1 do so, y or woun of their n	e failed w for l your op nd roll, nodels	of your tun l hit or wo Brother-C oponent c or a sing in their n	ound ro aptain an re-ro le faileo ext turn	oll, or a Stern. oll a d saving	manif rather 1 mor result target	c of Banishment: When Brother-Captain Stern fests the <i>Smite</i> psychic power, it has a range of 6" r than 18". Additionally, the target unit suffers onl 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				
	Iron Ha			otain S	tern has a	4+			nds instead of D3 – and all DAEMON units within Brother-Captain Stern also suffer a mortal wound				
PSYKER	deny or	ne psych		r in ead	ch enemy				wers in each friendly Psychic phase, and attempt to ws the <i>Smite</i> psychic power and one psychic powe				
FACTION KEYWORDS			-		ASTART	ES, G	REY KN	NIGHT	TS				
	CHARACTER, INFANTRY, BROTHER-CAPTAIN, TERMINATOR, PSYKER, STERN												

	BR	ОТ	HE	RH	00	D /	ANG	CIE	NT						
NAME	М	WS	BS	S	T	W	A	Ld	Sv						
Brotherhood Ancient	5"	3+	3+	4	4	5	3	8	2+						
A Brotherhood Ancient is	a single mo	odel arn	ned with	a storn	n bolter, f	frag gre	nades, k	rak grer	nades and psyk-out grenades.						
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES						
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-							
Nemesis falchion	Melee	Me	ee		User	-2	D3	-							
Frag grenade	6"	Gre	nade D6	5	3	0	-								
Krak grenade	6"	Gre	nade 1		6	-1	D3	-							
Psyk-out grenade	6"	Gre	nade D3	5	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 ral wound instead of the normal damage.						
WARGEAR OPTIONS	• This r	nodel m	ay take	a Neme	sis falchi	on.	12								
ABILITIES	Rites of	f Banisł erminat	ment , T us: This	eleport	r, Daemo t Strike (has a 5+			with Leac frier with	red Banner: Friendly GREY KNIGHTS units in 6" of any sacred banners add 1 to their dership characteristic. In addition, models from ndly GREY KNIGHTS INFANTRY units that are in 6" of any sacred banners when they fight can the 1 additional attack that phase.						
PSYKER	psychic	power		enemy I					friendly Psychic phase, and attempt to deny one e psychic power and one psychic power from the						
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	START	ES, G	REY KI	NIGHT	TS						
KEYWORDS	CHAR	ACTE	R, INF	CHARACTER, INFANTRY, TERMINATOR, PSYKER, ANCIENT, BROTHERHOOD ANCIENT											

NAME	М	WS	BS	S	T	W	A	Ld	S	V				
Brotherhood Champion	6"	2+	2+	4	4	4	4	8	8 2+					
A Brotherhood Champion i psyk-out grenades.	is a single	model a	rmed w	ith a Ne	mesis fo	rce swo	rd, storn	n bolter,	, frag	grenades, krak grenades and				
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES					
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-						
Nemesis force sword	Melee	Mel	ee		User	-3	D3	-						
Frag grenade	6"	Gre	nade D6	5	3	0	1	-						
Krak grenade	6"	Gre	nade 1		6	-1	D3	-						
Psyk-out grenade	Each time you roll a hit roll of 6+ for this weapon 6" Grenade D3 2 0 1 targeting a PSYKER or DAEMON , the target suf mortal wound instead of the normal damage.													
ABILITIES	Rites of Heroic phase, h being re	f Banish Sacrific ne can in emoved	ment (p ce: If this nmediat as a casu	og 181) s model tely pile talty.	r, Daemo is slain i in and a - invulne	n the Fi ttack be	ght efore	you n to add Sword choos woun	nust o opt fo d Stri se the nd rol d star	ct Warrior: At the start of each Fight phase, choose a combat stance for this model or the duration of that phase – either the ike stance or the Blade Shield stance. If you e Sword Strike stance, add 1 to this model's lls for that phase. If you choose the Blade nce, add 1 to this model's saving throws for c.				
PSYKER	psychic	power		enemy F						dly Psychic phase, and attempt to deny one chic power and one psychic power from the				
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, GI	REY KN	NIGHT	rs -					
KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS CHARACTER, INFANTRY, PSYKER, BROTHERHOOD CHAMPION													



Power		CA	ST1	EL	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+				
Castellan Crowe is a single n Only one of this model may					le of Antv	wyr, a st	orm bol	ter, frag	grenades, krak grenades and psyk-out grenades.				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					
The Black Blade of Antwyr		Mel			User	0	1	-					
Frag grenade	6"	Gre	nade D6	5	3	0	1	-					
Krak grenade	6"												
Psyk-out grenade	6"	Gre	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.										
ABILITIES	And Th (pg 181		l Know 1	No Fea	ır, Daemo	on Hun	ters		Halo: Castellan Crowe has a 4+ invulnerable save				
	Fight pl before t Purifyi the Smi	nase, he being re ng Flan te psych	can imn moved as ne: When nic power	nediate s a casi n Caste r, it onl	ellan Crov y has a ra	and att we man	ack ifests 3", but	woun In ad- roll fo imme of An	ter Swordsman: You can re-roll failed hit and nd rolls for Castellan Crowe in the Fight phase. Idition, each time you make a successful wound or Castellan Crowe in the Fight phase, you can ediately make another attack with the Black Blade ntwyr, though these additional attacks cannot rate any further attacks.				
	not the	result o	f the Psy	chic te	nstead of st is more	than 1	0).						
PSYKER	one psy	chic po		ach ene	my Psych				n each friendly Psychic phase, and attempt to deny e <i>Smite</i> psychic power and one psychic power from				
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, GI	REY KN	NIGHT	ГS				
KEYWORDS	CHARACTER, INFANTRY, BROTHERHOOD CHAMPION, PSYKER, CASTELLAN CROWE												

			STR	RIKI	E S	QU	AD						
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Grey Knight	6"	3+	3+	4	4	1	1	7	7 3+				
Justicar	6"	3+	3+	4	4	1	2	8	3+				
This unit contains 1 Justic Nemesis force sword, stor									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	enade D6		3	0	1	-					
Krak grenade	6"	Gre	enade 1		6	-1	D3	-					
Psyk-out grenade	6"	n time you roll a hit roll of 6+ for this weapon wher eting a PSYKER or DAEMON , the target suffers a tal wound instead of the normal damage.											
WARGEAR OPTIONS	• For ev	ery five		in the un	nit, 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			ll Know M nment, To					start	abat 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	may be split into two units, each containing 5 modelThis unit can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the Smite psychic power and one psychic power from the Sanctic discipline (pg 181).When manifesting or denying a psychic power, first select a model in the unit – measure range, visibility, from this model. If this unit suffers Perils of the War suffers D3 mortal wounds as described in the core re but units within 6" will only suffer damage if the Per of the Warp cause the last model in the manifesting to be slain.												
FACTION KEYWORDS	IMPER	RIUM,	ADEPT	TUS AS	TART	ES, G	REY KN	IGHT	ГS				



	,	ГЕІ	RMI	NA	ГО	R S	QU	AD	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Grey Knight Terminator	5"	3+	3+	4	4	2	2	7	2+
Terminator Justicar	5"	3+	3+	4	4	2	3	8	2+
									5 additional Grey Knight Terminators (Power krak grenades and psyk-out grenades.
WEAPON	RANGE	ТҮР			S	AP	D	ABILI	
Storm bolter	24"		- oid Fire 2		4	0	1	-	
Nemesis force sword	Melee	Me			User	-3	D3	-	
Frag grenade	6"	Gre	enade D6		3	0	1	-	
Krak grenade	6"	Gre	enade 1		6	-1	D3	-	
Psyk-out grenade	6"	Gre	enade 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 cal wound instead of the normal damage.	
WARGEAR OPTIONS	• For ev	very five		in the ur	nit, one				n from the <i>Grey Knights Melee Weapons</i> list. or may replace his storm bolter with an item from
ABILITIES	Rites of	f Banisl ermina	ll Know M nment, Te tus: All n ve.	eleport	Strike (pg 181))	the st	bat Squads: Before any models are deployed at cart of the game, a Terminator Squad containing odels may be split into two units, each containing dels.
PSYKER	each fri psychic the Smi	endly P power te psycł	ttempt to sychic ph in each en nic power cipline (p	nase, and nemy Ps and one	attemp ychic p	ot to dei hase. It	ny one knows	select from suffer but un of the	n manifesting or denying a psychic power, first t a model in the unit – measure range, visibility, etc this model. If this unit suffers Perils of the Warp, in rs D3 mortal wounds as described in the core rules nits within 6" will only suffer damage if the Perils e Warp cause the last model in the manifesting unit slain.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS AS	TART	ES, G	REY KN	IGHT	S
						and the second se			



9 tows		P	UR	(F)	ER	SQ	UAI	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 Knig a Nemesis force sword, st									rifiers (Power Rating +9). Each model is armed wi					
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"Each time you roll a hit roll of 6+ for this weapon6"Grenade D3201targeting a PSYKER or DAEMON, the target suff mortal wound instead of the normal damage.													
WARGEAR OPTIONS	• For ev	very five	models	in the		Purifie	ers 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 Flar power, rtal wou	ne: When it only ha nds inste	this unter the second sec	unit mani nge of 3", D3 (whet re than 10	fests th 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 model 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, fir select a model in the unit – measure range, visibili from this model. If this unit suffers Perils of the W suffers D3 mortal wounds as described in the core but units within 6" will only suffer damage if the P of the Warp cause the last model in the manifestin to be slain.												
FACTION KEYWORDS	IMPE	RIUM,	ADEPT	TUS A	ASTART	ES, G	REY KI	NIGHT	rs					
KEYWORDS	INFANTRY, PSYKER, PURIFIER SQUAD													



		F	AL	ADE	N	SQI	UAE)		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Paladin	5"	3+	3+	4	4	3	3	8	2+	
Paragon	5"	2+	3+	4	4	3	3	9	2+	
									er Rating +9), or up to 7 additional Paladins (Pow krak grenades and psyk-out grenades.	
WEAPON	RANGE	ТҮР		ee onora,	S	AP	0	ABILI		
Storm bolter	24"		oid Fire 2		4	0	1	-		
Nemesis force sword	Melee	Me	ee	١	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 wher eting a PSYKER or DAEMON , the target suffers a tal wound instead of the normal damage.	
WARGEAR OPTIONS	• For ev	very five		in the uni					n from the <i>Grey Knights Melee Weapons</i> list. heir storm bolter with an item from the <i>Grey</i>	
ABILITIES	Rites of	f Banisł erminat	iment , Ta us: Mod	No Fear, I eleport St els in this	trike (pg 181)		start	abat Squads: Before any models are deployed at the of the game, a Paladin Squad containing 10 model be split into two units, each containing 5 models.	
PSYKER	This unit can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> psychic power and one psychic power from the Sanctic discipline (pg 181).							select a model in the unit – measure range, visibility, from this model. If this unit suffers Perils of the War		
FACTION KEYWORDS	IMPE	RIUM,	ADEP	rus Ast	CART	ES, GI	REY KN	IGHT	ГS	
								10.1	ALADIN SQUAD	



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

The T		PA	LA	DI	N A	NC	CIEN	T			
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Paladin Ancient	5"	2+	3+	4	4	5	4	8	2+		
A Paladin Ancient is a s	ingle model a	rmed w	ith a sto	rm bol	ter, frag g	renade	s, krak g	renades	and psyk-out grenades.		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES		
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"	Gre	enade D3	3	2	0	1	targe	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 n 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 To 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		enemy					friendly Psychic phase, and attempt to deny one <i>e</i> psychic power and one psychic power from the		
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS	ASTART	ES, G	REY K	NIGHT	rs		
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, PALA	DIN,	TERM	INATC	DR, PSYKER, ANCIENT		

			AP	07	THE	CA	RY		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Apothecary	5"	2+	3+	4	4	5	4	8	2+
An Apothecary is a single	e model arm	ed with	a Nemes	sis forc	ce sword, f	frag gre	nades, k	rak grer	nades and psyk-out grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Nemesis falchion	Melee	Mel	ee		User	-2	D3	-	
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 whe eting a PSYKER or DAEMON , the target suffers tal wound instead of the normal damage.
WARGEAR OPTIONS		nodel m Weapor		ce its l	Nemesis fo	orce swe	ord with	a Neme	esis falchion or an item from the Grey Knights
ABILITIES	Crux Te Narthe model. wounde or more unit wit the rem	erminat cium: A Select a ed mode e of its n h 1 wou ainder o	us: This t the end friendly el, it imm nodels ha ind rema of the tur	mode d of an GRE nediate ave be aining. cn (sho	l has a 5+ y of your Y KNIGH ely regains en slain du , If an Apc	invulno Movem TS INI D3 los uring th othecar e, fight	erable sa nent phas F ANTRY at wound ne battle, y fails to etc.) as h	ve. ses, the f unit was. If the roll a D revive a ne recover	anishment, Teleport Strike (pg 181) Apothecary can attempt to heal or revive a single within 3" of the Apothecary. If that unit contains a e chosen unit contains no wounded models but of D6. On a 4+ a single slain model is returned to the a model in this manner he can do nothing else for the gene-seed of the fallen warrior. A unit ca
PSYKER	This mo psychic	odel can power	attempt	to ma nemy	nifest one	psychi	c power	in each	friendly Psychic phase, and attempt to deny one e psychic power and one psychic power from th
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	rus	ASTART	ES, G	REY KN	NIGHT	ГS

	101 232	N'asta		1.5	18/6.14				
Rower	Ι	NT	'ER	CE	РТС	R	SQI	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									Interceptors (Power Rating +8). Each model is grenades.
WEAPON	RANGE	TYP	U	8	S	AP	0	ABILI	-
Storm bolter	24"		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"	Gre	enade D3	5	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	• For ev	very five	e models	in the		Interce	eptor mag		n from the <i>Grey Knights Melee Weapons</i> list. The his Nemesis force sword and storm bolter with an
ABILITIES	Rites of Comba the star	f Banisl at Squad t of the lels may	hment, T ds: Befor game, ar	elepor e any r n Intero	ar, Daemo et Strike (nodels are ceptor Squ vo units, e	pg 181 e deplo uad cor) yed at ntaining	and t per b Move a tele remo then	onal Teleporters: This unit can move across model terrain as if they were not there. In addition, once battle, instead of moving this unit normally in the ement phase, you can choose for them to make eport shunt. At the end of the Movement phase, ove all of the models in the unit from the battlefield immediately set them up anywhere that is more 9" from any enemy models.
PSYKER	each fri psychic the Smi	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).							n manifesting or denying a psychic power, first t a model in the unit – measure range, visibility, etc this model. If this unit suffers Perils of the Warp, i rs 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 slain.
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	ASTART	ES, G	REY KN	NIGHT	rs
	INFAN								



17		PU	RGA	ATIC	DN S	SQU	JAI)		
NAME	М	WS	BS	S 1	W	A	L	d	Sv	
Purgator	6"	3+	3+	4 4	1	1	7	7	3+	
Purgator Justicar	6"	3+	3+	4 4	1	2	8	3	3+	
This unit contains 1 Purga a Nemesis force sword, st									ors (Power Rating +7). Each model is armed with	
WEAPON	RANGE	TYP		S	I AP	D	A	BILITI	ES	
Storm bolter	24"	Rap	id Fire 2	4	. 0	1	-			
Nemesis force sword	Melee	Mel	ee	Us	er -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	ta	rgeti	ime you roll a hit roll of 6+ for this weapon when ng a PSYKER or DAEMON , the target suffers a l wound instead of the normal damage.	
WARGEAR OPTIONS	• Up to	four Pu	rgators in						from the <i>Grey Knights Melee Weapons</i> list. ce sword and storm bolter with an item from the	
ABILITIES			Know N ment (pg	o Fear, Da 181)	emon H	unters,	th m	Combat Squads: Before any models are deployed at the start of the game, a Purgation Squad containing 10 models may be split into two units, each containing 5 models.		
PSYKER	This unit can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <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, e 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 ur to be slain.		
FACTION KEYWORDS	IMPE	RIUM,	ADEPT	US ASTA	RTES,	GREY	KNIG	нтѕ		
KEYWORDS				, PURGA				1		



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

	NI	EMI	ESIS	S D	REA	AD.	KN.	IGF	HT_	DAMAGE Some of this model's it suffers damage, as s		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Nemesis Dreadknight	*	3+	*	6	6	12	*	8	2+	7-12+	8"	3+
A Nemesis Dreadknight is	a single mo	odel equ	ipped w	ith two	dreadfis	sts.		1123	N. K.	4-6	7" 6"	4+ 5+
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	1-5	0	J +
Gatling psilencer	24"	Hea	vy 12		4	0	D3	-				
Heavy incinerator	12" Heavy D6 6 -1 2 This weapon au							automatically hits its tar	get.			
Heavy psycannon	24" Heavy 6 7 -1 2 -											
Dreadfist	Meleex2-3D3If a model is equipped with two dreadfists, each time i fights it can make 1 additional attack with them.							1.				
Nemesis Daemon greathammer	Meleex2-4D6When a model attacks with this weapon, you must subtract 1 from the hit roll. Damage rolls of less than count as 3 for this weapon.											
Nemesis greatsword	Melee	Mel	ee		+4	-3	D6	-				
WARGEAR OPTIONS	- Hea - Gatl - Hea • This n	vy incin ling psil vy psyca nodel m	erator encer annon ay repla	ce one	t wo diffe of its dre lknight t	adfists v	with a N			n greathammer or a Nem	esis greats	word.
ABILITIES		ney Shal	I Know	No Fea	r, Daem			Drea	dknight	It Teleporter: If this mod t teleporter, then during o in a teleportarium cham	deploymer	
	Force Shielding: This model has a 5+ invulnerable save.can set it up in a teleportarium chamber instead placing it on the battlefield. At the end of any of y Movement phases this model can teleport into by – set them up anywhere on the battlefield that is than 9" away from any enemy models.							f your battle				
PSYKER		power i	n each e	nemy I						y Psychic phase, and atten ic power and one psychic		
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	START	'ES, GI	REY KI	NIGHT	TS	11 1 1 2 A . 2 M		
	IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS 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.

PLAYER NAME:	Alex Smith		ARMY FACTION:	Adeptus As	tartes
ARMY NAME:	Strike Force Calgar		WARLORD:	Marneus Ca	algar
IETACHMENT NAME		TYPE		GPS	POINTS
Lords of Macra	Jge	Pati	rol	0+2	706
4 th Battle Demi	-company	Bat	talion	3	932
Ultima Task For	ce	Van	guard	1	362
VARLORD TRAIT			Total Command Points	:	9
TLL IN AT SET-UP:			Reinforcement Points	: (0
			TOTAL POINTS	20	000

AME:	Lands of Masmaga		ENT ROST		
AME:	Lords of Macragge		TIPE: Par	trol	
UNIT					
UNIT TI	nie: Neus Calgar		battlefield role: HQ	NO. OF MODELS:	POINTS (MODELS): 250
WARGEA Gaunt	R: lets of Ultramar and relic bla	nde (all wargea	r points included in	the	POINTS (WARGEAR):
model	s points)	VO PA - Alan		2	N/A
3			то	TAL POINTS (UNIT):	250
N.S.S.	Carl and a start of the	N. C. Starting	Same Person	A. H. Mathie	and the second
UNIT					
UNIT TI Tact	nte: lical Squad		battlefield role: Troops	NO. OF MODELS: 10	POINTS (MODELS): 130
WARGEA			поорз	10	POINTS
Chains	word (0), missile launcher (2 olt pistols (0), 10 x frag and			з (0),	(WARGEAR):
					38
4			то	TAL POINTS (UNIT):	168
1 Startes	e and a second s	1156-122-214			S. A. S.
UNIT					
UNIT TI	TLE:		BATTLEFIELD ROLE:	NO. OF MODELS:	POINTS (MODELS):
Deva	istator Squad		Heavy Support	5	65
WARGEA				2	POINTS
	AR:				
	-plasma (15), 2 x heavy bolt				(WARGEAR):
				o (5)	(WARGEAR):
	-plasma (15), 2 x heavy bolt			o (5)	
	-plasma (15), 2 x heavy bolt		0), Armorium Cherub	d (5) Tal points (unit):	(WARGEAR):
	-plasma (15), 2 x heavy bolt		0), Armorium Cherub		(wargear): 90
	-plasma (15), 2 x heavy bolt		0), Armorium Cherub		(wargear): 90
5 x bol UNIT UNIT TI	-plasma (15), 2 x heavy bolte It pistols (0), 5 x frag and kr TLE:		0), Armorium Cherub		(WARGEAR): 90 155 POINTS (MODELS):
5 x bol UNIT UNIT TT Drea	-plasma (15), 2 x heavy bolte It pistols (0), 5 x frag and kr TLE: Idnought		0), Armorium Cherut TO	TAL POINTS (UNIT):	(WARGEAR): 90 155
5 x bol UNIT UNIT TIT Drea Wargea	-plasma (15), 2 x heavy bolte It pistols (0), 5 x frag and kr TLE: Idnought AR:	ak grenades (O), Armorium Cherub To BATTLEFIELD ROLE: Elites	TAL POINTS (UNIT): NO. OF MODELS: 1	(WARGEAR): 90 155 POINTS (MODELS): 70 POINTS
5 x bol UNIT UNIT TIT Drea Wargea	-plasma (15), 2 x heavy bolte It pistols (0), 5 x frag and kr TLE: Idnought	ak grenades (O), Armorium Cherub To BATTLEFIELD ROLE: Elites	TAL POINTS (UNIT): NO. OF MODELS: 1	(WARGEAR): 90 155 POINTS (MODELS): 70
5 x bol UNIT UNIT TIT Drea Wargea	-plasma (15), 2 x heavy bolte It pistols (0), 5 x frag and kr TLE: Idnought AR:	ak grenades (O), Armorium Cherub To BATTLEFIELD ROLE: Elites	TAL POINTS (UNIT): NO. OF MODELS: 1	(WARGEAR): 90 155 POINTS (MODELS): 70 POINTS
5 x bol UNIT UNIT TIT Drea Wargea	-plasma (15), 2 x heavy bolte It pistols (0), 5 x frag and kr TLE: Idnought AR:	ak grenades (0), Armorium Cherut TO BATTLEFIELD ROLE: Elites	TAL POINTS (UNIT): NO. OF MODELS: 1	(WARGEAR): 90 155 POINTS (MODELS): 70 POINTS (WARGEAR):
5 x bol UNIT UNIT TI Drea Wargen Assau	-plasma (15), 2 x heavy bolto It pistols (0), 5 x frag and kr TLE: Idnought IR: It cannon (21), Dreadnought	ak grenades (combat weap	0), Armorium Cherut TO BATTLEFIELD ROLE: Elites Don (40), storm bolt TO	TAL POINTS (UNIT): NO. OF MODELS: 1 er (2) TAL POINTS (UNIT):	(WARGEAR): 90 155 POINTS (MODELS): 70 POINTS (WARGEAR): 63 133
5 x bol UNIT UNIT TT Drea WARGEA Assau	-plasma (15), 2 x heavy bolte It pistols (0), 5 x frag and kr TLE: Idnought AR:	ak grenades (0), Armorium Cherut TO BATTLEFIELD ROLE: Elites	TAL POINTS (UNIT): NO. OF MODELS: 1 er (2) TAL POINTS (UNIT):	(WARGEAR): 90 155 POINTS (MODELS): 70 POINTS (WARGEAR): 63
5 x bol UNIT UNIT TI Drea WARGEA Assau	-plasma (15), 2 x heavy bolto It pistols (0), 5 x frag and kr TLE: Idnought IR: It cannon (21), Dreadnought	ak grenades (combat weap 706 ge Detachmen	D), Armorium Cherut TO BATTLEFIELD ROLE: Elites toon (40), storm bolt TO Command Point t are Ultramarines.	TAL POINTS (UNIT): NO. OF MODELS: 1 er (2) TAL POINTS (UNIT): ts:	(WARGEAR): 90 155 POINTS (MODELS): 70 POINTS (WARGEAR): 63 133

	ARMY ROSTER		
PLAYER NAME:	ARMY FACTION	N:	
ARMY NAME:	WARLORD:		
DETACHMENT NAME	ТҮРЕ	CPS	POINTS
	Total Comma	nd Doints.	
WARLORD TRAIT fill in at set-up:	1.2.1		
	Reinforceme		
	TOTAL	POINTS:	

AME:	ТҮРЕ:		
UNIT			
UNIT TITLE:	BATTLEFIELD ROLE:	NO. OF MODELS:	POINTS (MODELS):
WARGEAR:	I	I	POINTS (WARGEAR):
	То	tal Points (Unit):	
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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.

UNIT	MODELS PER UNIT	PDINTS 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

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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

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 Hestan	1	154
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LORDS OF WAR		
UNIT	MODELS PER UNIT	POINTS PER MODEL
Terminus Ultra	1	400



RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Assault bolter	15
Assault cannon	21
Astartes grenade launcher	11
Astartes shotgun	0
Bolt pistol	0
Bolt rifle	0
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
Frag grenade	0
Grav-pistol	8
Grav-cannon and grav-amp	28
Grav-gun Grenade harness	15 8
Heavy bolter	8
Heavy flamer	17
Heavy plasma cannon	30
Hunter-killer missile	6
Hurricane bolter	4
Icarus stormcannon	17
Kheres pattern assault cannon	25
Krak grenade	0
Las-talon	40
Lascannon	25
Master-crafted auto bolt rifle	4
Master-crafted boltgun	3
Melta bombs	5
Meltagun	17
Missile launcher	25
Multi-melta	27
Orbital array	50
Plasma blaster	17
Plasma cannon	21
Plasma cutter	7
Plasma gun	13
Plasma incinerator	18
Plasma pistol	7
Predator autocannon	49
Reaper autocannon	18
Skyhammer missile launcher	24
Skyspear missile launcher	30

Initial of the second	RANGED WEAPONS Weapon	POINTS PER WEAPON
Special issue boltgun 3 Storm bolter 2 Storm bolter 21 Thunderfire cannon 30 Twin assault cannon 35 Twin autocannon 33 Twin boltgun 2 Twin heavy bolter 17 Twin heavy bolter 17 Twin heavy plasma cannon 34 Twin plasma gun 20 Typhoon missile launcher 50 Volkite charger 6 Whirlwind castellan launcher 25 Whirlwind vengeance launcher 34 Wirlee 2 Chainfist 22 Chainfist 22 Chainsword 0 Combat knife 0 Oreadnought chainfist 46 Dreadnought chainfist 46 Dreadnought chainfist 46 Dreadnought chainfist 46 Force axe 16 Force axe 5		
Storm bolter 2 Storm strike missile launcher 21 Thunderfire cannon 30 Twin assault cannon 33 Twin boltgun 2 Twin heavy bolter 17 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 castellan launcher 34 Wrist-mounted grenade launcher 4 Wrist-mounted grenade launcher 4 Wrist-mounted grenade launcher 2 Wrist-mounted grenade launcher 4 MELEEE WEAPONS 0 Chainfist 22 Chainsword 0 Crozius arcanum <td>*</td> <td>3</td>	*	3
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Seismic hammer 48	WEAPONChainfistChainswordChampion's bladeCombat knifeCorzius arcanumDreadnought chainfistDreadnought combat weapon (Ironclad Dreadnought)Dreadnought combat weapon (other models)EvisceratorForce axeForce staveForce stavePower fistPower fistPower maulPower sword	22 0 0 0 4 4 0 40 22 16 14 12 9/13 10 5 20 4 4 4 4

Siege drills	0
Thunder hammer (CHARACTERS)	25
Thunder hammer (other models)	20
OTHER WARGEAR 🗩	
WARGEAR	POINTS PER ITEM
Camo cloak	3
Combat shield	4
Storm shield (CHARACTERS)	15
Storm shield (other models)	5
Teleport homer	0

Servo-arm



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		ttacking with this				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 for this weapon.	weapon, ch	noose o	ne or bo	oth 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 for this weapon.	weapon, ch	noose o	ne or bo	oth 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 for this weapon.	weapon, ch	noose o	ne or bo	oth 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		attacking with this for this weapon.	weapon, cł	noose o	ne or bo	oth 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 Damage 2.
Cyclone missile launcher	When a	ttacking with this	weapon, ch	noose o	ne of the	•
- Frag missile	36"	Heavy 2D3	4	0	1	-
- Krak missile	36"	Heavy 2	8	-2	D6	-
Deathwind launcher	12"	Assault D6	5	0	1	-
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Disintegration combi-gun		attacking with this so for this weapon.	weapon, cł	noose o	ne or bo	oth of the profiles below. If you choose both, subtract 1 from all
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Disintegration gun	18"	Rapid Fire 1	5	-3	D6	-
Disintegration pistol	9"	Pistol 1	5	-3	D6	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Flamestorm cannon	8"	Heavy D6	6	-2	2	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Grav-pistol	12"	Pistol 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Grav-cannon and grav-amp	24"	Heavy 4	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.

RANGED WEAPONS CONT.						
WEAPON	RANGE	ТҮРЕ	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	4	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, cl	hoose oi	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 af 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, cl	hoose oi	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 d 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, cl	hoose oi	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, cl	hoose oi	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 weapor shots have been resolved.
Plasma cutter	When a	ttacking with this	weapon, cl	hoose oi	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	ttacking with this	weapon, cl	hoose oi	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, cl	hoose oi	ne of the	
- 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 weapor shots have been resolved.
Plasma pistol	When a	ttacking with this	weapon, cl	hoose oi	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.
Predator autocannon	48"	Heavy 2D3	7	-1	3	_

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, cł	noose or	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, cł	noose oi	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, cł	noose oi	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	4	1	-

WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Boltstorm gauntlet (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Champion's blade	Melee	Melee	User	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Crozius 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 Combat shield Storm shield

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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.

A model with a combat shield has a 5+ invulnerable save. A model with a storm shield has a 3+ invulnerable save.

ULTRAMARINES WARGEAR

RANGED AND MELEE WEAPONS						
WEAPON	RANGE	ТҮРЕ	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	oose on	e or bot	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

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

CRIMSON FISTS WARGEAR

Assault 4

RANGED WEAPON WEAPON Dorn's Arrow

RANGE TYPE 24"

AP D -1 1

ABILITIES

S

4

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

MELEE WEAPON WEAPON Raven's Talons

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RANGETYPEMeleeMelee

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5

AP

-3

D3

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

SALAMANDERS WARGEAR

RANGED WEAPON WEAPON Gauntlet of the Forge

RANGETYPE8"Assault D6

AP D -1 1

ABILITIES This weapon automatically hits its target.

WHITE SCARS WARGEAR

INELEE WEAPUN						
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Moonfang	Melee	Melee	User	-3	D3	This weapon has Strength x2 if the target is a CHARACTER.

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.

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Baal Predator	1	107
Company Ancient with Jump Pack	1	72
Company Champion with Jump Pack	1	70
Company Veterans with Jump Packs	2-5	19
Death Company	5-15	17
Death Company Dreadnought	1	128
Death Company with Jump Packs	5-15	20
Furioso Dreadnought	1	122
Librarian Dreadnought	1	150
Sanguinary Guard	4-10	22
Sanguinary Guard Ancient	1	84
Sanguinary Novitiate with Jump Pack	1	60
Sanguinary Priest	1	69
Sanguinary Priest on Bike	1	94
Sanguinary Priest with Jump Pack	1	86
Techmarine with Jump Pack	1	91
Terminator Ancient	1	108

UNIT	Ļ
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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
and the second	A MARK IN PROVIDE A LONGARIA

POINTS PER WEAPON
65
16
13
40/50
0

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Death mask	2
Magna-grapple	5



BLOOD ANGELS WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Angelus boltgun	12"	Assault 2	4	-1	1	-
Blood Song		ttacking with this we for this weapon.	eapon, cl	100se o	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.

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Axe Mortalis	Melee	Melee	+2	-3	D3	You can re-roll failed wound rolls for this weapon if the target is a CHARACTER.
The Blood Crozius	Melee	Melee	+2	-2	D3	-
Blood Reaver	Melee	Melee	x2	-1	3	Each time you roll a hit roll of 6+ for this weapon, inflict 1 additional hit on the target.
Blood talons	Melee	Melee	x2	-3	D6	-
Encarmine axe	Melee	Melee	+1	-2	D3	-
Encarmine broadsword	Melee	Melee	+2	-4	D3	-
Encarmine sword	Melee	Melee	User	-3	D3	-
The Executioner's Axe	Melee	Melee	+1	-3	D3	Each time you roll a wound roll of 6+ for this weapon it causes 3 damage instead of D3.
Furioso fist	Melee	Melee	x2	-3	3	If a model is equipped with two Furioso fists, you can re-roll failed hit rolls when attacking with them.
Furioso force halberd	Melee	Melee	+4	-4	3	-
Heaven's Teeth	Melee	Melee	+1	-1	1	-
The Sanguine Sword	Melee	Melee	x2	-3	D3	-

DARK ANGELS POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value. For units based on Space Marines datasheets, use the appropriate points values from pages 202-203.

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Deathwing Ancient	1	103
Deathwing Apothecary	1	75
Deathwing Champion	1	118
Deathwing Knights	5-10	45
Deathwing Terminator Squad	5-10	26
Fortress of Redemption	1	400
Interrogator-Chaplain	1	90
Interrogator-Chaplain in Terminator Armour	1	128
Interrogator-Chaplain on Bike	1	117
Interrogator-Chaplain with Jump Pack	1	101
Nephilim Jetfighter	1	123
Ravenwing Ancient	1	117
Ravenwing Apothecary	1	97
Ravenwing Attack Bike Squad	1-3	45
Ravenwing Bike Squad	3-8	32
- Ravenwing Attack Bike	0-1	45
Ravenwing Black Knights	3-10	50
Ravenwing Champion	1	106
Ravenwing Dark Talon	1	180
Ravenwing Darkshroud	1	128
Ravenwing Land Speeder Vengeance	1	122
Ravenwing Land Speeders	1-5	85

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Asmodai	1	145
Azrael	1	180
Belial	1	150
Ezekiel	1	145
Sammael in Sableclaw	1	216
Sammael on Corvex	1	183

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Avenger mega bolter	35
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						

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Watcher in the Dark	5

DARK ANGELS WARGEAR

RANGED WEAPONS								
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES		
Avenger mega bolter	36"	Heavy 10	6	-1	1	-		
Blacksword missile launcher	36"	Heavy 10	7	-3	2	-		
The Deliverer	12"	Pistol 1	4	-1	2	-		
Lion's Wrath		ttacking with this for this weapon.	weapon, cł	noose o	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	-		
- Plasma gun	24"	Rapid Fire 1	7	-3	1	See plasma gun		
Plasma storm battery	When a	attacking with this	weapon, cł	noose o	ne of the	e profiles below.		
- Standard	36"	Heavy D6	7	-3	2	-		
- Supercharge	36"	Heavy D6	8	-3	3	If you make one or more hit rolls of 1, the bearer suffers 3 mortal wounds after all of this weapon's shots have been resolved, and the plasma storm battery cannot be used for the rest of the battle.		
Plasma talon	When a	ttacking with this	weapon, cł	noose 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's shots have been resolved.		
Ravenwing grenade launcher	When a	When attacking with this weapon, choose one of the profiles below.						
- Frag shell	24"	Assault D6	3	0	1	-		
- Krak shell	24"	Assault 2	6	-1	D3	-		
Redemption missile silo	When a	ttacking with this	weapon, ch	noose o	ne of the	e profiles below.		
- Fragstorm missile	18-96"	Heavy 2D6	4	0	1	-		
- Krakstorm missile	18-96"	Heavy D6	8	-3	D3	-		
Rift cannon	18"	Heavy D3	10	-3	3	See Ravenwing Dark Talon datasheet (pg 123)		
Twin Icarus lascannon	96"	Heavy 2D6	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.		
Twin storm bolter	24"	Rapid Fire 4	4	0	1	-		

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blade of Caliban	Melee	Melee	+3	-3	D3	-
Blades of Reason	Melee	Melee	User	0	D6	-
Corvus hammer	Melee	Melee	+1	-1	1	Each wound roll of 6+ made for this weapon causes D3 damage instead of 1.
Flail of the Unforgiven	Melee	Melee	+2	-3	2	Excess damage from this weapon is not lost; instead, keep allocating damage to another model in the target unit until either all the damage has been allocated or the target unit is destroyed.
Halberd of Caliban	Melee	Melee	+3	-4	D3	Each time the bearer fights, it can make D3 additional attacks with this weapon if the target unit contains 5 or more models.
Mace of absolution	Melee	Melee	x2	-2	3	-
Raven Sword	Melee	Melee	+1	-3	2	This weapon has Strength x2 if Sammael charged in the preceding Charge phase.
Sword of Secrets	Melee	Melee	+2	-3	D3	Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.
Sword of Silence	Melee	Melee	+1	-3	2	This weapon always wounds on a 2+, unless the target is a VEHICLE .
Traitor's Bane	Melee	Melee	+1	-3	D3	Add 1 to this weapon's damage if the target is a PSYKER .

SPACE WOLVES POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value. For units based on Space Marines datasheets, use the appropriate points values from pages 202-203.

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UNITS		
	MODELS	POINTS PER MODEL
UNIT	PER UNIT	(Does not include wargear)
Bjorn the Fell-handed	1	210
Blood Claws	5-16	13
- Wolf Guard Pack Leader in Terminator Armour	-	31
Cyberwolves	1-5	15
Fenrisian Wolves	5-15	9
Grey Hunters	5-11	14
- Wolf Guard Pack Leader in Terminator Armour	-	31
Iron Priest	1	58
Iron Priest on Bike	1	65
Iron Priest on Thunderwolf	1	80
Lone Wolf	1	75
Lone Wolf in Terminator Armour	1	115
Long Fangs	5-7	15
- Wolf Guard Pack Leader in Terminator Armour	-	31
Rune Priest	1	68
Rune Priest in Terminator Armour	1	120
Rune Priest on Bike	1	109
Rune Priest with Jump Pack	1	91
Skyclaws	5-10	16
Stormfang Gunship	1	155
Stormwolf	1	165
Swiftclaw Attack Bikes	1-3	45
Swiftclaws	3-11	31
- Swiftclaw Attack Bike	0-1	45
Thunderwolf Cavalry	3-6	45
Wolf Guard	5-10	16
Wolf Guard Battle Leader	1	60
Wolf Guard Battle Leader in Terminator Armour	1	92
Wolf Guard Battle Leader on Bike	1	85
Wolf Guard Battle Leader on Thunderwolf	1	97
Wolf Guard Battle Leader with Jump Pack	1	63
Wolf Guard in Terminator Armour	5-10	31
Wolf Guard on Bikes	5-10	34
Wolf Guard with Jump Packs	5-10	21
Wolf Lord on Thunderwolf	1	128

UNITS		
UNIT	MODELS PER UNIT	PDINTS 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



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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

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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	-

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Axe Morkai		attacking with thi	s weapon, ch			
- 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	+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	-

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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

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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

WATCH CAPTAIN ARTEMIS								
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)						
Watch Captain Artemis	1	130						

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Blackstar rocket launcher	15
Deathwatch frag cannon	30
Deathwatch shotgun	5
Guardian spear	0
Hand flamer	8
Inferno pistol	20
Infernus heavy bolter	25
Stalker pattern boltgun	4

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Heavy thunder hammer	30
Xenophase blade	7

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Auspex array	5
Blackstar cluster launcher	0
Combat shield	4
Deathwatch teleport homer	0
Infernum halo-launcher	5
Storm shield	15

DEATHWATCH WARGEAR

RANGED WEAPONS							
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES	
Blackstar rocket launcher	When a	ttacking with this w	eapon, cl	noose o	ne of the	e 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 a	ttacking with this w	eapon, cl	noose o	ne of the	e 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	ttacking with this w	eapon, cl	noose o	ne of the	e 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.

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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

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UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)	
Apothecary	1	90	
Brother-Captain	1	150	
Brotherhood Ancient	1	128	
Brotherhood Champion	1	113	
Dreadnought	1	87	
Grand Master	1	160	
Interceptor Squad	5-10	23	
Nemesis Dreadknight	1	130	
Paladin Ancient	1	140	
Paladin Squad	3-10	53	
Purgation Squad	5-10	19	
Purifier Squad	5-10	26	
Strike Squad	5-10	19	
Techmarine	1	91	
Terminator Squad	5-10	44	
Venerable Dreadnought	1	110	

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Brother-Captain Stern	1	157
Castellan Crowe	1	125
Grand Master Voldus	1	190
Lord Kaldor Draigo	1	240

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Gatling psilencer	20
Heavy incinerator	40
Heavy psycannon	30
Incinerator	14
Incinerator (Terminator)	20
Psilencer	4
Psilencer (Terminator)	10
Psycannon	14
Psycannon (Terminator)	20
Psyk-out grenades	0
Storm bolter	2

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Dreadfist (single/pair)	25/35
Nemesis Daemon greathammer	15
Nemesis Daemon hammer	13
Nemesis falchion	0
Nemesis force halberd	0
Nemesis force sword	0
Nemesis greatsword	10
Nemesis warding stave	0
	AND ADDRESS OF ADDRESS

OTHER WARGEAR Wargear

Dreadknight teleporter

POINTS PER ITEM

GREY KNIGHTS WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Gatling psilencer	24"	Heavy 12	4	0	D3	-
Heavy incinerator	12"	Heavy D6	6	-1	2	This weapon automatically hits its target.
Heavy psycannon	24"	Heavy 6	7	-1	2	-
Incinerator	8"	Assault D6	6	-1	1	This weapon automatically hits its target.
Psilencer	24"	Heavy 6	4	0	D3	-
Psycannon	24"	Heavy 4	7	-1	1	-
Psyk-out grenade	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a PSYKER or DAEMON , the target suffers a mortal wound instead of the normal damage.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
	and the state of the second	11 PA 13 23/1	CARD CARDER	Law Plant	1.38 1.	

MELEE WEAPONS						
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
The Black Blade of Antwyr	Melee	Melee	User	0	1	-
Dreadfist	Melee	Melee	x2	-3	D3	If a model is equipped with two dreadfists, each time it fights it can make 1 additional attack with them.
Malleus Argyrum	Melee	Melee	x2	-3	3	-
Nemesis Daemon greathammer	Melee	Melee	x2	-4	D6	When a model attacks with this weapon, you must subtract 1 from the hit roll. Damage rolls of less than 3 count as 3 for this weapon.
Nemesis Daemon hammer	Melee	Melee	x2	-3	3	When a model attacks with this weapon, you must subtract 1 from the hit roll.
Nemesis falchion	Melee	Melee	User	-2	D3	If a model is armed with two Nemesis falchions, each time it fights it can make 1 additional attack with them.
Nemesis force halberd	Melee	Melee	+1	-2	D3	-
Nemesis force sword	Melee	Melee	User	-3	D3	-
Nemesis greatsword	Melee	Melee	+4	-3	D6	-
Nemesis warding stave	Melee	Melee	+2	-1	D3	A model armed with this weapon has a 5+ invulnerable save against attacks made in the Fight phase. If it already has an invulnerable save, add 1 to invulnerable saving throws you make for it in the Fight phase instead.
The Titansword	Melee	Melee	+4	-4	3	-



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