

WARHAMMER

40,000



CODEx

SPACE MARINES

CONTENTS



GENESIS OF DEMIGODS

6-67

Explore the rich background of the Adeptus Astartes and how they marshal for war.



SHOWCASE

68-89

Space Marines miniatures arrayed for battle.



COMBAT PATROL

92-101

Command Strike Force Octavius in fast-paced games of Combat Patrol.

FORCES OF THE ADEPTUS ASTARTES

102-193

Select your Detachment then use your units' datasheets to claim victory.



CRUSADE RULES

194-213

Forge your army's narrative with these bespoke Crusade rules.

Introduction.....	196	Requisitions.....	206
Oathsworn Campaigns.....	197	Battle Traits.....	207
Chapter Command.....	201	Crusade Relics.....	210
Assignment and Promotion.....	204	Crusade Badges.....	212
Agendas.....	205	Oathsworn Campaign Tracker.....	213

POINTS VALUES

214-215

All the points values you will need to muster your army.



Introduction	104	Chaplain on Bike.....	145	Inceptor Squad.....	172
Army Rules	105	Chaplain with Jump Pack.....	146	Storm Speeder Hailstrike.....	172
Detachment Rules	106-119	Techmarine.....	147	Storm Speeder Thunderstrike.....	173
Gladius Strike Force.....	106	Apothecary.....	148	Storm Speeder Hammerstrike.....	173
Anvil Siege Force.....	108	Apothecary Biologis.....	149	Hellblaster Squad.....	174
Ironstorm Spearhead.....	110	Ancient.....	149	Eliminator Squad.....	174
Firestorm Assault Force.....	112	Ancient in Terminator Armour.....	150	Eradicator Squad.....	175
Stormlance Task Force.....	114	Bladeguard Ancient.....	151	Desolation Squad.....	175
Vanguard Spearhead.....	116	Judiciar.....	151	Devastator Squad.....	176
1st Company Task Force.....	118	Company Heroes.....	152	Firestrike Servo-turrets.....	177
Datasheets	124-193	Intercessor Squad.....	153	Whirlwind.....	177
Roboute Guilliman.....	126	Assault Intercessors.....		Gladiator Valiant.....	178
Marneus Calgar.....	127	with Jump Packs.....	154	Gladiator Lancer.....	179
Chief Librarian Tigurius.....	128	Assault Intercessor Squad.....	155	Gladiator Reaper.....	179
Captain Sicarius.....	128	Heavy Intercessor Squad.....	155	Predator Destructor.....	180
Uriel Ventris.....	129	Incursor Squad.....	156	Predator Annihilator.....	180
Darnath Lysander.....	129	Infiltrator Squad.....	156	Vindicator.....	181
Tor Garadon.....	130	Tactical Squad.....	157	Land Raider.....	182
Pedro Kantor.....	130	Scout Squad.....	158	Land Raider Crusader.....	182
Iron Father Feirros.....	131	Bladeguard Veteran Squad.....	159	Land Raider Redeemer.....	184
Kayvaan Shrike.....	132	Vanguard Veteran Squad.....		Repulsor.....	185
Kor'sarro Khan.....	132	with Jump Packs.....	160	Repulsor Executioner.....	186
Vulkan He'stan.....	133	Sternguard Veteran Squad.....	161	Rhino.....	187
Adrax Agatone.....	133	Infernus Squad.....	162	Razorback.....	188
Captain.....	134	Aggressor Squad.....	162	Impulsor.....	189
Captain in Gravis Armour.....	135	Reiver Squad.....	163	Stormraven Gunship.....	190
Captain in Phobos Armour.....	136	Terminator Assault Squad.....	164	Stormhawk Interceptor.....	191
Captain in Terminator Armour.....	137	Terminator Squad.....	165	Stormtalon Gunship.....	191
Captain with Jump Pack.....	138	Centurion Assault Squad.....	166	Drop Pod.....	192
Lieutenant.....	139	Centurion Devastator Squad.....	166	Hammerfall Bunker.....	193
Lieutenant in Reiver Armour.....	140	Invictor Tactical Warsuit.....	167		
Lieutenant in Phobos Armour.....	140	Brutalis Dreadnought.....	167		
Lieutenant with Combi-weapon.....	141	Dreadnought.....	168		
Librarian.....	142	Redemptor Dreadnought.....	169		
Librarian in Phobos Armour.....	142	Ballistus Dreadnought.....	170		
Librarian in Terminator Armour.....	143	Suppressor Squad.....	170		
Chaplain.....	144	Outrider Squad.....	171		
Chaplain in Terminator Armour.....	144	Invader ATV.....	171		

PRODUCED BY THE WARHAMMER DESIGN STUDIO

Codex: Space Marines © Copyright Games Workshop Limited 2023. Codex: Space Marines, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either © or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

Games Workshop Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS

WARHAMMER.COM



Combat Patrol

In this section you will find all the essentials for using Strike Force Octavius in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.

STRIKE FORCE OCTAVIUS

LIBRARIAN TANTUS (1 MODEL)

- This model is equipped with: Smiter; storm bolter; force weapon.

If you wish to make the most of your Terminator Squad's ranged weapons – the primary form of long-range shooting in this force – then you may choose to attach Librarian Tantus to them as their Leader. His Veil of Time ability will allow them to get the most out of their guns from the first turn onwards.

TERMINATOR SQUAD (5 MODELS)

- The Terminator Sergeant is equipped with: storm bolter; power weapon.
- 1 Terminator is equipped with: assault cannon; power fist.
- 3 Terminators are equipped with: storm bolter; power fist.

The Terminator Squad is a highly durable unit, and the Deep Strike ability brings excellent tactical flexibility. However, it is best to be selective with how many units you deploy using this ability, as doing so with too many can make it difficult to get your models into key positions in the early stages of the battle.



CAPTAIN OCTAVIUS (1 MODEL)

- This model is equipped with: storm bolter; relic weapon.

Captain Octavius is able to lead the Terminator Squad if you choose. Doing so makes them a very potent melee threat when deploying via Deep Strike, as his Unstoppable Valour ability allows you to re-roll Charge rolls made for the unit, increasing the likelihood that your Terminators will successfully enter close combat in the turn they arrive on the battlefield.

INFERNUS SQUAD (5 MODELS)

- Every model is equipped with: bolt pistol; pyreblaster; close combat weapon.

Infernus Marines wield the incredibly versatile pyreblaster. This weapon automatically hits any targets it is fired at thanks to its Torrent ability. As a result, the unit is still able to shoot at full effectiveness when targeted with the Fire Overwatch Stratagem.

Coupled with its high strength, this makes the pyreblaster an excellent tool for countering enemy infantry movements. To make the most of this, move your Infernus Marines into commanding positions on the battlefield and force the enemy to come to them.



COMBAT PATROL

STRIKE FORCE OCTAVIUS

ABILITIES

The datasheets required to use Strike Force Octavius can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Oath of Moment – which is described below.

OATH OF MOMENT

In battle, Space Marines swear mighty oaths to destroy the enemies of the Emperor and uphold the honour of their Chapter, and such vows are sacrosanct. When the Angels of Death strike, they do so with the precision of a surgeon and the force of a thunderbolt. Experience and strategic expertise help them to read the shifting shape of the battle with post-human speed and clarity, directing their wrath towards one priority target after another. Command assets are annihilated, leaving the enemy reeling leaderless. Heavy armour, potent artillery and the vaunted elites of the foe's forces are laid waste with horrifying speed, until the Emperor's Angels of Death stand victorious over a field of smouldering wreckage and bolt-riddled corpses, and honour is finally satisfied.

At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Oath of Moment target. Each time a model with this ability makes an attack that targets your Oath of Moment target, you can re-roll the Hit roll.

ENHANCEMENTS

Your **CAPTAIN** model has the Champion Duellist Enhancement. You can replace this with Oathsworn Determination.

DEFAULT ENHANCEMENT

CHAMPION DUELLIST

This warrior lord is a shining exemplar of the strength and nobility of the Space Marines. They seek out and face the greatest threats to their battle-brothers, striking the foe's most fell champions down with expert swordsmanship.

The bearer's melee weapons have the [PRECISION] and [LETHAL HITS] abilities.

OR

OPTIONAL ENHANCEMENT

OATHSWORN DETERMINATION

Bellowing inspiring oaths to honour their Chapter and the Imperium, this master of battle leads their warriors in decisive conquests to wrest victory from the enemy no matter the odds.

Improve the Objective Control characteristic of models in the bearer's unit by 1.



SECONDARY OBJECTIVES

You will use the Wrath of the Emperor secondary objective. You can replace this with Shock Tactics.

DEFAULT SECONDARY OBJECTIVE

WRATH OF THE EMPEROR

Leading by masterful example, the commanders of the Space Marines descend on their foes with furious lethality. None must be left in any doubt that those of the Adeptus Astartes charged with strategic leadership are devastating warriors first and foremost.

At the end of each phase, you score 2VP if your **CAPTAIN** model destroyed one or more enemy models that phase.

OR

OPTIONAL SECONDARY OBJECTIVE

SHOCK TACTICS

The Space Marines are expert shock troops. In their deadly assaults, the Angels of Death smash aside the enemy to achieve their goals.

At the end of each player's turn, you score 5VP if you control one or more objective markers that your opponent controlled at the start of that turn.

STRATAGEMS

You can use the following Stratagems:



GENE-WROUGHT RESILIENCE

STRIKE FORCE OCTAVIUS – BATTLE TACTIC STRATAGEM

Combined with their ceramite armour, a Space Marine's enhanced physiology can withstand even powerful attacks.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than your unit's Toughness characteristic, subtract 1 from the Wound roll.



1CP



VETERAN INSTINCTS

STRIKE FORCE OCTAVIUS – BATTLE TACTIC STRATAGEM

Space Marine Terminators are veterans of hundreds of war zones and can recognise the weakness of Humanity's many foes. Such experience can be drawn on in battle to crush the most stubborn of attackers.

WHEN: Fight phase.

TARGET: One **TERMINATOR** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1. If that attack targets a **MONSTER** or **VEHICLE** unit, you can re-roll the Wound roll instead.



OVERWHELMING FORCE

STRIKE FORCE OCTAVIUS – STRATEGIC PLOY STRATAGEM

Space Marines excel in daring strikes that unleash overwhelming force to dominate foes that often outnumber them. No sooner is one site purged than the battle-brothers surge on to the next, ever mindful of the foes yet to be killed.

WHEN: End of your Command phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that is within range of an objective marker you control.

EFFECT: That objective marker is secured by you (see Securing Objective Markers in the main rules for Combat Patrol missions).

1CP

Combat Patrol Datasheet

CAPTAIN OCTAVIUS

M	T	SV	W	LD	OC
5"	5	2+	6	6+	1
		4+	INVULNERABLE SAVE		



Space Marine Captains are expected to fight from the front, and few kinds of armour enable them to do so as effectively as Terminator plate. Captain Octavius goes to battle clad in just such a mighty suit of armour, shrugging off the worst his enemies can hurl at him before carving them apart with his ancient relic blade.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Relic weapon	Melee	6	2+	5	-2	2

LEADER

This model can be attached to the following unit: **TERMINATOR SQUAD**

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Unstoppable Valour: You can re-roll Charge rolls made for this model's unit.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, CAPTAIN, OCTAVIUS

FACTION KEYWORDS:
ADEPTUS ASTARTES

LIBRARIAN TANTUS

M	T	SV	W	LD	OC
5"	5	2+	5	6+	1
		4+	INVULNERABLE SAVE		



Combat Patrol Datasheet

Librarians are a Chapter's battle-psykers and lend a lethal empyric edge to its elite infantry spearheads. Whether it be gruelling boarding actions, ferocious urban combat or facing overwhelming enemy numbers on the front lines, Librarians in warded Terminator armour blast the foe with their powerful psychic energies.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Smite – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
Smite – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

LEADER

This model can be attached to the following unit: **TERMINATOR SQUAD**

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Veil of Time (Psychic): While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, PSYKER, IMPERIUM, TERMINATOR, LIBRARIAN, TANTUS

FACTION KEYWORDS:
ADEPTUS ASTARTES

Combat Patrol Datasheet

INFERNUS SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Infernus Squads purge swathes of enemy ranks with the incandescent firestorms they unleash from their pyreblasters. They are close-assault specialists, sending jets of burning promethium into trench lines and bunkers, through dense ruins and concealing vegetation, ensuring no foe escapes their Chapter's fiery wrath.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Pyreblaster [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

FACTION: Oath of Moment

KEYWORDS: INFANTRY, IMPERIUM, TACTICUS, INFERNUS SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

Combat Patrol Datasheet

TERMINATOR SQUAD

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1

4+ INVULNERABLE SAVE



Terminator armour is a marvel of technology that enables its wearer to survive anything, from the stresses of teleportation to earth-shaking artillery bombardments. So equipped, Terminator Squads can appear in the midst of the foe or stride unstopably across the field towards them, firing their fearsome weapons all the while.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Fury of the First: Each time a model in this unit makes an attack that targets your Oath of Moment target, add 1 to the Hit roll.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, TERMINATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES



Forces of the Adeptus Astartes

'If there is hope in this dark and bloody age, it is the Emperor's noble Space Marines. If there is salvation to be had, it will be found beneath the muzzle of a bolt rifle or at the edge of a chainsword. Such are the days we live in; such are the angels in whose hands Mankind's deliverance lies.'

- Chapter Master Thandros Cade

INTRODUCTION

Welcome to the rules section of *Codex: Space Marines*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Adeptus Astartes collection to life on the tabletop.

These include Detachment rules that Adeptus Astartes armies can use, along with the Adeptus Astartes army rule – Oath of Moment – which is common to many of your units. This section also includes datasheets for Adeptus Astartes units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.



On the following pages you will find several **ADEPTUS ASTARTES** Detachments you can select from, as described in the Core Rules (see the Select Detachment Rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade Army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the Adeptus Astartes – the rules they include are as follows:

1 DETACHMENT RULE
The Detachment rule listed here will apply to either your whole army or to particular units within it.

2 ENHANCEMENTS
When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS
Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

ARMY RULES

OATH OF MOMENT

In battle, Space Marines swear mighty oaths to destroy the enemies of the Emperor and uphold the honour of their Chapter, and such vows are sacrosanct. When the Angels of Death strike, they do so with the precision of a surgeon and the force of a thunderbolt. Experience and strategic expertise help them to read the shifting shape of the battle with post-human speed and clarity, directing their wrath towards one priority target after another. Command assets are annihilated, leaving the enemy reeling leaderless. Heavy armour, potent artillery and the vaunted elites of the foe's forces are laid waste with horrifying speed, until the Emperor's Angels of Death stand victorious over a field of smouldering wreckage and bolt-riddled corpses, and honour is finally satisfied.

If your Army Faction is **ADEPTUS ASTARTES**, at the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Oath of Moment target. Each time a model with this ability makes an attack that targets your Oath of Moment target, you can re-roll the Hit roll.

SPACE MARINE CHAPTERS

- If an **ADEPTUS ASTARTES** unit has a second Faction keyword on its datasheet, that Faction keyword is the name of that unit's Chapter. For example, Marneus Calgar has both the **ADEPTUS ASTARTES** and **ULTRAMARINES** Faction keywords, and is therefore from the Ultramarines Chapter.
- You cannot include units from more than one Chapter in your army.



GLADIUS TASK FORCE

DETACHMENT RULE



COMBAT DOCTRINES

The Codex Astartes has proven its worth as a treatise on warfare over countless battlefields across ten thousand years. Many Space Marines hold its wisdom in awe, and exemplify its teachings, employing a flexible set of combat doctrines to eliminate their enemy.

At the start of your Command phase, you can select one of the Combat Doctrines listed below. Until the start of your next Command phase, that Combat Doctrine is active and its effects apply to all **ADEPTUS ASTARTES** units from your army. You can only select each Combat Doctrine once per battle.

Devastator Doctrine

The Codex Astartes details the strategic value of overwhelming firepower applied to key targets while advancing into position to eliminate threats.

This unit is eligible to shoot in a turn in which it Advanced.

Tactical Doctrine

As armies close upon one another and vicious firefights erupt, the Codex lays out strategies for seizing the initiative and combining versatility with firepower.

This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Assault Doctrine

The Codex Astartes leaves no doubt that the killing blow in most engagements must be delivered with a decisive close-quarters strike. It presents plentiful tactical means to achieve this end.

This unit is eligible to declare a charge in a turn in which it Advanced.

ENHANCEMENTS



ARTIFICER ARMOUR

Crafted by the Chapter's finest artificers, this suit of armour provides superior protection.

ADEPTUS ASTARTES model only. The bearer has a Save characteristic of 2+ and the Feel No Pain 5+ ability.

THE HONOUR VEHEMENT

This stanza is inscribed on thrice-blessed parchment and affixed to its bearer's wargear with a purity seal, there to inspire them to heroic acts of martial prowess.

ADEPTUS ASTARTES model only. Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. While the bearer is under the effects of the Assault Doctrine, add 2 to the Attacks and Strength characteristics of the bearer's melee weapons instead.

ADEPT OF THE CODEX

An ardent student of the Codex Astartes, this commander epitomises its tactical genius, and the wisdom gleaned from its teachings guides their measured strategic responses amidst the fiercest battle.

CAPTAIN model only. At the start of your Command phase, if the bearer is on the battlefield, instead of selecting a Combat Doctrine to be active for your army, you can select the Tactical Doctrine. If you do, until the start of your next Command phase, that Combat Doctrine is active for the bearer's unit only, even if you have already selected that Combat Doctrine to be active for your army this battle.

FIRE DISCIPLINE

This commander drills his warriors relentlessly; combined with the Adeptus Astartes' incredible reflexes, they produce a devastating rate of fire.

ADEPTUS ASTARTES model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability. In addition, while the bearer's unit is under the effects of the Devastator Doctrine, each time a model in that unit makes a ranged attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

The adaptable Gladius Task Force is marshalled to maximise the battlefield impact of every battle-brother. These formations are typically combined armed forces, centred on a core of squads from the Chapter's Battle Companies who can unleash pinpoint firepower, devastating close-combat strikes or secure the battlefield at speed as the need arises. Reinforced with heavy weapons specialists, elite Space Marine infantry seize ground and exploit weaknesses in the enemy lines. Battle tanks barge forward as mobile fire platforms. Swift close-assault troops, gunships and rapid-attack squadrons gouge the heart from ravaging hordes. With every warrior indoctrinated in the Chapter's martial rituals, such a force can break enemies of every abhorrent kind.

ARMOUR OF CONTEMPT

GLADIUS STRIKE FORCE – BATTLE TACTIC STRATAGEM

The belligerence of the Adeptus Astartes combined with their post-human physiology makes them unyielding foes to face.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

ONLY IN DEATH DOES DUTY END

GLADIUS STRIKE FORCE – EPIC DEED STRATAGEM

Imminent death does not prevent a Space Marine from enacting their final justice upon the enemies of the Imperium.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

HONOUR THE CHAPTER

GLADIUS STRIKE FORCE – BATTLE TACTIC STRATAGEM

Every Chapter has forged its own tales of heroism, and none of its battle-brothers would see that noble record besmirched.

WHEN: Fight phase.

TARGET: One ADEPTUS ASTARTES unit from your army.

EFFECT: Until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] ability. If your unit is under the effects of the Assault Doctrine, until the end of the phase, improve the Armour Penetration characteristic of such weapons by 1 as well.

ADAPTIVE STRATEGY

GLADIUS STRIKE FORCE – STRATEGIC PLOY STRATAGEM

The tenets of the Codex Astartes allow for unorthodox use of combat tactics and the employment of divergent doctrines if doing so will lead to victory.

WHEN: Your Command phase.

TARGET: One ADEPTUS ASTARTES unit from your army.

EFFECT: Select the Devastator Doctrine, Tactical Doctrine or Assault Doctrine. Until the start of your next Command phase, that Combat Doctrine is active for that unit instead of any other Combat Doctrine that is active for your army, even if you have already selected that Combat Doctrine this battle.

STORM OF FIRE

GLADIUS STRIKE FORCE – BATTLE TACTIC STRATAGEM

There is no escaping the wrath of the Space Marines, and they use their weapons to bring swift death to their foes wherever they may hide.

WHEN: Your Shooting phase.

TARGET: One ADEPTUS ASTARTES unit from your army.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability. If your unit is under the effects of the Devastator Doctrine, until the end of the phase, improve the Armour Penetration characteristic of such weapons by 1 as well.

SQUAD TACTICS

GLADIUS STRIKE FORCE – STRATEGIC PLOY STRATAGEM

Space Marines know precisely when to give ground in order to leave their enemies floundering, before surging back into the fight and driving them from the field in disarray.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One ADEPTUS ASTARTES INFANTRY or ADEPTUS ASTARTES MOUNTED unit from your army that is within 9" of the enemy unit that just ended that move.

EFFECT: Your unit can make a Normal move of up to D6", or a Normal move of up to 6" instead if it is under the effects of the Tactical Doctrine.

RESTRICTIONS: You cannot select a unit that is within Engagement Range of one or more enemy units.



ANVIL SIEGE FORCE

DETACHMENT RULE



SHIELD OF THE IMPERIUM

Across blood-drenched battlefields, within towering citadels and isolated orbital stations, the Angels of Death throw back tides of traitors, mutants, xenos and heretics, and purge enemy holdings of foes thanks to their disciplined strategies and fighting skills. All who oppose them are met with volleys of deadly accurate firepower long before they reach the battle-brothers' razor-sharp blades.

Ranged weapons equipped by **ADEPTUS ASTARTES** models from your army have the [HEAVY] ability. If such a weapon already has this ability, each time an attack is made with that weapon, if the attacking model's unit Remained Stationary this turn, add 1 to the Wound roll.

ENHANCEMENTS



INDOMITABLE FURY

This hero refuses to yield whilst foes remain, fighting back from the brink of death like a vengeful demigod.

GRAVIS model only. The first time the bearer is destroyed, roll one D6 at the end of the phase. On a 2+, set the bearer back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

FLEET COMMANDER

The Chapter's orbiting warships stand ready to unleash devastation at this leader's command.

CAPTAIN model only. Once per battle, at the start of your Shooting phase, you can select one point on the battlefield and place a marker on that point. At the start of your next Shooting phase, place another marker on the battlefield within 12" of the centre of the first marker, then draw a straight line between the centre of each of these markers. Roll one D6 for each unit that line passes over or through: on a 3+, that unit suffers D3 mortal wounds. Both markers are then removed.

STOIC DEFENDER

This commander and their warriors hold their ground tenaciously against even overwhelming numbers.

ADEPTUS ASTARTES model only. While the bearer is leading a unit, models in that unit have the Feel No Pain 6+ ability while they are within range of an objective marker you control and, while that unit is Battle-shocked, halve the Objective Control characteristic of models in that unit instead of changing it to 0.

ARCHITECT OF WAR

There are few who have a deeper understanding of the tenets of siege warfare than this warrior.

ADEPTUS ASTARTES model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

Bastions in defence, sledgehammers on the attack, Anvil Siege Forces break a war zone's most pivotal strongpoints and mercilessly pound the enemy with sustained firepower. With a focus on the Chapter's most powerful ranged weaponry, specialists fire blazing surges of plasma, blinding laser fire and clusters of screaming missiles into the foe's ranks. Other infantry pour bolt fire into the enemy in disciplined volleys, re-establishing firing lines after each enemy assault. Warsuit pilots and veterans in Terminator armour act as a curtain wall of resolve, as siege tanks and Chapter artillery weaken the foe's defences. In the aftermath of such furious ordnance, what enemies remain are often too fractured to resist the inevitable counter-assault.

ARMOUR OF CONTEMPT

ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM

The belligerence of the Adeptus Astartes combined with their post-human physiology makes them unyielding foes to face.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.



NO THREAT TOO GREAT

ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM

To combat an entrenched force of Space Marines, foes resort to armoured vehicles or packs of murderous monstrosities. Even the greatest of behemoths has a chink in its armour and the Adeptus Astartes are well versed in exploiting such weaknesses.

WHEN: Your Shooting phase.

TARGET: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a ranged attack that targets a MONSTER or VEHICLE unit, you can re-roll the Wound roll.



RIGID DISCIPLINE

ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM

Cleaving to duty, the Adeptus Astartes refuse to be drawn out of position. Instead they secure ground to establish new fire lines to the enemy.

WHEN: End of the Fight phase.

TARGET: One ADEPTUS ASTARTES unit from your army that is within Engagement Range of one or more enemy units.

EFFECT: Your unit can immediately make a Fall Back move of up to 6".

RESTRICTIONS: When making that move, your unit must end that move either wholly within your deployment zone or within range of an objective marker.



BATTLE DRILL RECALL

ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM

Space Marines train for countless hours to master their weapons and in the heat of battle can trigger mnemonic patterning to recall their ritual drills and ensure the foe's destruction.

WHEN: Your Shooting phase.

TARGET: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability. If your unit Remained Stationary this turn, then until the end of the phase, each time a model in your unit makes a ranged attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.



NOT ONE BACKWARDS STEP

ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM

Siege warfare is incomparably brutal. Space Marines battle with the fiercest determination to achieve victory, and will fight unto death to hold every defensive line or to secure gains they have wrested from the enemy.

WHEN: Your Command phase.

TARGET: One ADEPTUS ASTARTES INFANTRY unit from your army within range of an objective marker.

EFFECT: Until the end of the turn, double the Objective Control characteristic of models in your unit, but it must Remain Stationary this turn.



HAIL OF VENGEANCE

ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM

Space Marines' incredible battlefield awareness enables them to instinctively identify the origin of any enemy fire and punish their attackers.

WHEN: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

TARGET: One ADEPTUS ASTARTES unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks.

EFFECT: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.





IRONSTORM SPEARHEAD

DETACHMENT RULE



ARMoured WRATH

An Ironstorm Spearhead's commanders guide their assault with pre-cogitated fire solutions, cycling data-gheist inloads and whispered binharic auguries. These ensure their warriors, and the belligerent machine spirits inhabiting their war engines, deliver their fire with inescapable accuracy.

Once per phase for each **ADEPTUS ASTARTES** unit in your army, you can re-roll one Hit roll, one Wound roll or one Damage roll made for a model in that unit.

ENHANCEMENTS



TARGET AUGURY WEB (AURA)

This spearhead commander uses advanced augmetics to distribute targeting data. With these, they direct the fire of their war engine crews and rouse their machine spirits to operative superiority.

TECHMARINE model only. While a friendly **ADEPTUS ASTARTES VEHICLE** model is within 6" of the bearer, weapons equipped by that **VEHICLE** model have the [LETHAL HITS] ability.

THE FLESH IS WEAK

The injuries of past battles have seen this warrior heavily rebuilt with ultra-durable cybernetic limbs and organs that render them extremely difficult to kill.

ADEPTUS ASTARTES model only. The bearer has the Feel No Pain 4+ ability.

ADEPT OF THE OMNISSIAH

This battle-brother is steeped in hidden technological rites. Should their armoured charges be threatened, a burst of arcane binharic screeed can rouse their machine spirits to vigilance.

TECHMARINE model only. Once per battle round, when a saving throw is failed for a friendly **ADEPTUS ASTARTES VEHICLE** model within 6" of the bearer, you can change the Damage characteristic of that attack to 0.

MASTER OF MACHINE WAR (AURA)

This commander is supremely gifted in the strategies of armoured warfare, understanding the capabilities of every war engine in the Chapter's arsenal. Delivering precision orders, they ensure the vehicles under their command inflict the most punishing damage to the enemy even amidst complex manoeuvres.

ADEPTUS ASTARTES model only. While a friendly **ADEPTUS ASTARTES VEHICLE** unit is within 6" of the bearer, that **VEHICLE** unit is eligible to shoot even if it Fell Back or Advanced this turn.

When roused to fury, a Chapter's battle tanks, gun platforms and combat walkers storm the battlefield with engines and weapons thundering, their machine spirits warded by Techmarines' ritualised benedictions. Artillery engines and battle tanks hurl annihilating payloads at the foe while Chapter heroes entombed in Dreadnoughts march amidst the spearhead's advance, smashing enemy positions with cannon fire and with huge mechanical fists. This armoured core is supported by other Chapter assets: strike craft, transports carrying infantry to secure the Spearhead's flanks and squadrons of reconnaissance vehicles. Those foes not blasted apart by the Space Marines' firepower are crushed beneath the tread of the spearhead's war engines.



UNBOWED CONVICTION

IRONSTORM SPEARHEAD – BATTLE TACTIC STRATAGEM

Space Marines exemplify obdurate tenacity. Even injured, they will never abandon their oaths.

1CP

WHEN: Command phase.

TARGET: One ADEPTUS ASTARTES unit from your army that is below its Starting Strength.

EFFECT: Until the end of the turn, your unit can ignore any or all modifiers to its characteristics and/or to any roll or test made for it (excluding modifiers to saving throws).



ARMOUR OF CONTEMPT

IRONSTORM SPEARHEAD – BATTLE TACTIC STRATAGEM

The belligerence of the Adeptus Astartes combined with their post-human physiology makes them unyielding foes to face.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.



MERCY IS WEAKNESS

IRONSTORM SPEARHEAD – BATTLE TACTIC STRATAGEM

Once a foe is marked for destruction, the Angels of Death must not relent until the target is annihilated.

1CP

WHEN: Your Shooting phase or the Fight phase.

TARGET: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is below its Starting Strength, that attack has the [SUSTAINED HITS 1] ability, and when making such an attack, if the attacking model is a VEHICLE, a successful unmodified Hit roll of 5+ scores a Critical Hit.



VENGEFUL ANIMUS

IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM

Carefully cogitated binharic prayers can focus a machine spirit's ire into near-obsessive hatred of its slayers, ensuring that vengeance is meted out even in death.

1CP

WHEN: Any phase, just after an ADEPTUS ASTARTES VEHICLE model from your army with the Deadly Demise ability is destroyed.

TARGET: That ADEPTUS ASTARTES VEHICLE model. You can use this Stratagem on that model even though it was just destroyed.

EFFECT: Do not roll one D6 to determine whether mortal wounds are inflicted by your model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted.



ANCIENT FURY

IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM

The heroes entombed within Dreadnoughts have fought across countless war zones throughout their extended existences, perfecting their martial prowess beyond mortal limits.

1CP

WHEN: Your Command phase.

TARGET: One ADEPTUS ASTARTES WALKER model from your army.

EFFECT: Until the start of your next Command phase, improve your model's Move, Toughness, Save, Leadership and Objective Control characteristics by 1 and each time your model makes an attack, add 1 to the Hit roll.



POWER OF THE MACHINE SPIRIT

IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM

There are many tales of machine spirits wreaking havoc on the foe, even after the crew of their vehicle are slain and critical systems are failing.

1CP

WHEN: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

TARGET: One ADEPTUS ASTARTES VEHICLE unit from your army that was reduced to Below Half-strength as a result of the attacking unit's attacks.

EFFECT: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.



FIRESTORM ASSAULT FORCE

DETACHMENT RULE



CLOSE-RANGE ERADICATION

The Space Marines are the Emperor's finest shock troops, striking at the foe before they can react. In their rapid, mechanised assaults, Space Marines smash aside the enemy, destroying them at close quarters without mercy.

Ranged weapons equipped by **ADEPTUS ASTARTES** models from your army have the [ASSAULT] ability, and each time an attack made with such a weapon targets a unit within 12", add 1 to the Strength characteristic of that attack.

ENHANCEMENTS



CHAMPION OF HUMANITY

This commander and their warriors have vowed to secure victory and defend the Imperium from the horrors of the galaxy.

TACTICUS model only. While the bearer is leading a unit, models in that unit can ignore any or all modifiers to their characteristics and/or to any roll or test made for them (excluding modifiers to saving throws).

WAR-TEMPERED ARTIFICE

Having laboured long in the Chapter's forges, this warrior-smith has crafted his personal armaments. Each weapon is a masterwork tool of death-dealing, wrought with care and strength, and embellished with the icons of their maker's brotherhood.

ADEPTUS ASTARTES INFANTRY model only. Add 3 to the Strength characteristic of the bearer's melee weapons.

FORGED IN BATTLE

To this Angel of Death, war is the anvil upon which their strength is wrought. Every battle is seen as a test in which they and their battle-brothers can prove themselves, and the superior craftsmanship of their weapons and armour.

ADEPTUS ASTARTES model only. While the bearer is leading a unit, once per turn, after making a Hit roll or a saving throw for a model in that unit, you can change the result of that roll to a 6.

ADAMANTINE MANTLE

This flowing cloak or finely wrought tabard is laced through with threads of braided adamantine. When combined with armour and energy fields, it has been shown time and again that these symbols of office are proof against even the very strongest attacks.

ADEPTUS ASTARTES model only. Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack. If that attack was made with a Melta or Torrent weapon, change the Damage characteristic of that attack to 1 instead.

A shock assault launched by the Adeptus Astartes is terrifying to witness. With a focus on short-ranged firefights and brutal charges, Space Marines scour the foe from the densest war zones. The staccato of bolter fire and the battle-brothers' vox-amplified battle cries barely rise above the roar of flamer units and the draconic hiss of melta beams. Heavier weapons are brought to bear on the move and at close range, enabling the Space Marines to adapt to suddenly revealed foes amidst the tempests of flame. Once the Space Marines' overwhelming force has obliterated one enemy hold out, growling transport vehicles stand ready to carry the battle-brothers on to the next, ever-advancing through the ash and cinders the force leaves in its wake.

ARMOUR OF CONTEMPT

FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

The belligerence of the Adeptus Astartes combined with their post-human physiology makes them unyielding foes to face.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

CRUCIBLE OF BATTLE

FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

Only where the enemy can be faced eye to eye can a Space Marine be truly tested.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets the closest eligible target within 6", add 1 to the Wound roll.

RAPID EMBARKATION

FIRESTORM ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

No time can be wasted in punishing the Emperor's foes. Many are those that deserve death and once one enemy is vanquished, soon must another follow.

WHEN: End of the Fight phase.

TARGET: One ADEPTUS ASTARTES TRANSPORT unit from your army that has no models embarked within it, and one ADEPTUS ASTARTES INFANTRY unit from your army wholly within 6" of that TRANSPORT.

EFFECT: Your INFANTRY unit can embark within that TRANSPORT.

RESTRICTIONS: You cannot target an INFANTRY unit that is within Engagement Range of one or more enemy units, that cannot normally embark within that TRANSPORT, or that disembarked from a TRANSPORT this turn.

IMMOLATION PROTOCOLS

FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

Salvo after salvo of burning promethium unleashed in synchronised waves will leave almost any foe as smouldering ash.

WHEN: Your Shooting phase.

TARGET: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, Torrent weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

ONSLAUGHT OF FIRE

FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

Armed with targeting data supplied by their transport's augury gheists, warriors erupt from the assault ramps with weapons blazing in ruthless eradication patterns.

WHEN: Your Shooting phase.

TARGET: One ADEPTUS ASTARTES unit from your army that disembarked from a TRANSPORT this turn and has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a ranged attack that targets the closest eligible target within 12", add 1 to the Hit roll. If one or more enemy models are destroyed as the result of any of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

BURNING VENGEANCE

FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

To open fire on warriors of a Firestorm Assault Force is merely to invite one's own swift destruction.

WHEN: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

TARGET: One ADEPTUS ASTARTES TRANSPORT unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: One unit embarked within that TRANSPORT can disembark as if it were your Movement phase, and can then shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.



STORMLANCE TASK FORCE

DETACHMENT RULE



LIGHTNING ASSAULT

The warriors of a Stormlance Task Force employ high-speed tactics and hit-and-run warfare. They do battle on the move, wrong-footing their enemies with breakneck manoeuvres and melting away one moment only to crash home like a thunderbolt the next.

ADEPTUS ASTARTES units from your army are eligible to declare a charge in a turn in which they Advanced or Fell Back.

ENHANCEMENTS



FURY OF THE STORM

This aggressive warrior channels their eagerness to kill into each and every strike. They hit the enemy's lines with all the ferocity of a raging tempest.

ADEPTUS ASTARTES MOUNTED model only. Improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 1. Each time the bearer ends a Charge move, until the end of the turn, improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 2 instead.

PORTENTS OF WISDOM

This warrior has been made privy to omens of great threats in the wars to come. Armed with this knowledge, they and their battle-brothers enter battle with a boldness that some mistake for recklessness.

ADEPTUS ASTARTES model only. While the bearer is leading a unit, you can re-roll Advance rolls made for that unit.

FEINTING WITHDRAWAL

This living legend of the Chapter is known for their calm in the heat of battle. Ever-observant of the ebbs and flows of the engagement, they can withdraw their warriors from the fray in good order, ready to hammer home a torrent of fire.

ADEPTUS ASTARTES model only. While the bearer is leading a unit, that unit is eligible to shoot in a turn in which it Fell Back.

HUNTER'S INSTINCTS

This mounted huntsman espouses the value of circling the enemy and striking suddenly from an unexpected quarter upon their speeding steed, the better to land the killing blow.

ADEPTUS ASTARTES MOUNTED model only. If the bearer's unit is in Strategic Reserves, for the purposes of setting up that unit on the battlefield, treat the current battle round number as being one higher than it actually is.

Most Chapters maintain Reserve Companies that can be marshalled as the cores of manoeuvrable Stormlance Task Forces, while some Chapters hold such tactics as a central tenet of their entire way of war. These forces favour arrow-fast transports that hurtle into enemies already decimated by near-simultaneous barrages. Superiority fighters provide supersonic support fire, while airborne transports deliver heavy infantry and combat walkers into the foe's reeling front lines. Arrowheads of Space Marine bikers encircle the foe before plunging forwards with blades drawn, their hurricane charge supported by squadrons of light-attack vehicles. Many foes flee such a storm, their vulnerabilities exposed and capitalised on in a swift onslaught.

ARMOUR OF CONTEMPT

STORMLANCE TASK FORCE – BATTLE TACTIC STRATEGEM

The belligerence of the Adeptus Astartes combined with their post-human physiology makes them unyielding foes to face.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

BLITZING FUSILLADE

STORMLANCE TASK FORCE – BATTLE TACTIC STRATEGEM

Warriors of Stormlance Task Forces can suddenly pour heavy and accurate fire into the enemy even as they race to finish off any survivors.

WHEN: Your Shooting phase.

TARGET: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT] ability. If such a weapon already has this ability, until the end of the phase, that weapon has the [SUSTAINED HITS 1] ability as well.

FULL THROTTLE

STORMLANCE TASK FORCE – WARGEAR STRATEGEM

On the eve of riding down the most elusive prey, the task force's expert Techmarines will entreat the engine spirits of their vehicles, honing the iron steeds' performance to elicit even more speed from them.

WHEN: Your Movement phase.

TARGET: One ADEPTUS ASTARTES MOUNTED or ADEPTUS ASTARTES VEHICLE unit (excluding WALKERS) from your army.

EFFECT: Until the end of the phase, if your unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit, or 9" instead if your unit is MOUNTED.

SHOCK ASSAULT

STORMLANCE TASK FORCE – BATTLE TACTIC STRATEGEM

The Adeptus Astartes are elite troops who strike with all the speed and fury of a searing thunderbolt.

WHEN: Your Charge phase.

TARGET: One ADEPTUS ASTARTES MOUNTED unit from your army that has not declared a charge this phase.

EFFECT: Until the end of the turn, you can re-roll Charge rolls made for your unit and melee weapons equipped by models in that unit have the [LANCE] ability.

RIDE HARD, RIDE FAST

STORMLANCE TASK FORCE – BATTLE TACTIC STRATEGEM

Like zephyrs dancing across wide horizons, Space Marine riders and pilots can weave lithely around incoming fire with incredible skill.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One ADEPTUS ASTARTES MOUNTED or ADEPTUS ASTARTES FLY VEHICLE unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

WIND-SWIFT EVASION

STORMLANCE TASK FORCE – STRATEGIC PLOY STRATEGEM

Space Marines are loathe to be brought into combat on any others' terms, especially the warriors of Stormlance Task Forces, whose battlefield tactics revolve around speed and precise, ferocious assaults.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One ADEPTUS ASTARTES unit from your army that is within 9" of that enemy unit.

EFFECT: Your unit can make a Normal move of up to 6".

RESTRICTIONS: You cannot select a unit that is within Engagement Range of one or more enemy units.



VANGUARD SPEARHEAD

DETACHMENT RULE



SHADOW MASTERS

The warriors of a Vanguard Spearhead slip through the shadows, half-seen spectres barely visible to the foe. Enemies blaze away into the gloom with increasing panic, their shots flying wide as covert specialists encircle their victims and prepare to level the killing blow.

Each time a ranged attack targets an **ADEPTUS ASTARTES** unit from your army, unless the attacking model is within 12", subtract 1 from the Hit roll and the target has the Benefit of Cover against that attack.

ENHANCEMENTS



THE BLADE DRIVEN DEEP

This battlefield stalker slips through enemy territory like a spectre, leading their warriors in daring behind-enemy-lines operations.

ADEPTUS ASTARTES INFANTRY model only. While the bearer is leading a unit, models in that unit have the Infiltrators ability.

GHOSTWEAVE CLOAK

Hand-stitched by blinded servitors and anointed with distilled blood, this cloak contains strands of mnemothread. It throws up a field of techno-spiritual dissonance that veils its wearer from sight and sensors, allowing them to slip across the battlefield like a wraith.

ADEPTUS ASTARTES model only. The bearer has the Stealth and Lone Operative abilities.

EXECUTE AND REDEPLOY

The battle-brothers under this warrior's command seize every opportunity to strike while the initiative is theirs, harrying the foe with gunfire before returning to the shadows.

PHOBOS model only. In your Shooting phase, after the bearer's unit has shot, if that unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, that unit is not eligible to declare a charge. This cannot allow the bearer's unit to move more than once in your Shooting phase.

SHADOW WAR VETERAN

By the time the enemy believes battle has begun, their rear lines have already been attacked at this warrior's command – their supply lines cut and their communications in disarray – choking them off from vital battlefield support.

PHOBOS model only. Once per battle, after your opponent uses a Stratagem, the bearer can use this Enhancement. If it does, until the end of the battle, increase that Stratagem's cost to your opponent by 1CP.

Usually seen supporting Battle Companies – where they are seen at all – a Chapter's complement of Vanguard Space Marines can instead be mobilised en masse. They are specialists in precision strikes, sabotage and assassination, usually operating far ahead of their own battle lines. Some accumulate tactical data before storming the foe's defences, coordinating terrifying shock assaults. Vanguard forces often fight alongside a Chapter's Scouts, honing the neophytes' skills for war zones to come. The spearhead may be supported by heavier elements primed to exploit a breach the vanguard open. With the disruption to enemy cohesion, the effectiveness of a sudden bombardment or last-minute attack by heavy infantry is magnified tenfold.



A DEADLY PRIZE

VANGUARD SPEARHEAD – WARGEAR STRATAGEM

Warriors of a Vanguard Spearhead will rig critical objectives with explosives to deny them to the enemy.

WHEN: Start of the Command phase.

TARGET: One ADEPTUS ASTARTES INFANTRY or ADEPTUS ASTARTES MOUNTED unit from your army within range of an objective marker you control.

EFFECT: That objective marker is said to be Sabotaged, and remains under your control even if you have no models within range of it, until your opponent controls it at the start or end of any turn. While an objective marker is Sabotaged and under your control, each time an enemy unit ends a Normal, Advance, Fall Back or Charge move within range of that objective marker, roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

1CP



STRIKE FROM THE SHADOWS

VANGUARD SPEARHEAD – BATTLE TACTIC STRATAGEM

To evade one's enemies and sow confusion can be a deadly weapon in itself.

WHEN: Your Shooting phase.

TARGET: One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit that is more than 12" away, improve the Ballistic Skill and Armour Penetration characteristics of that attack by 1. If one or more enemy models are destroyed as a result of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

1CP



ARMOUR OF CONTEMPT

VANGUARD SPEARHEAD – BATTLE TACTIC STRATAGEM

The belligerence of the Adeptus Astartes combined with their post-human physiology makes them unyielding foes to face.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1CP



CALCULATED FEINT

VANGUARD SPEARHEAD – STRATEGIC PLOY STRATAGEM

A feigned retreat can be used to overextend eager foes or draw them into deadly arcs of fire.

WHEN: Your opponent's Charge phase, just after an enemy unit declares a charge.

TARGET: One ADEPTUS ASTARTES INFANTRY unit from your army that was selected as a target of that charge.

EFFECT: Your unit can make a Normal move of up to D6", or up to 6" instead if it is a PHOBOS or SCOUT SQUAD unit.

RESTRICTIONS: You cannot select a unit that is within Engagement Range of one or more enemy units.

1CP



SURGICAL STRIKES

VANGUARD SPEARHEAD – BATTLE TACTIC STRATAGEM

Every tyrant must fear the assassin's blade, and the vanguard spring ambushes with precision coordination.

WHEN: Fight phase.

TARGET: One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, melee weapons equipped by models in your unit have the [PRECISION] ability.

2CP



GUERRILLA TACTICS

VANGUARD SPEARHEAD – STRATEGIC PLOY STRATAGEM

At the opportune moment, Space Marine infiltration units slip away from battle, only to relocate ready to strike the foe again.

WHEN: End of your opponent's Fight phase.

TARGET: Up to two PHOBOS and/or SCOUT SQUAD units from your army, or one other ADEPTUS ASTARTES INFANTRY unit from your army.

EFFECT: Remove those units from the battlefield and place them into Strategic Reserves.

RESTRICTIONS: Each unit selected for this Stratagem must be more than 3" away from all enemy models.

1CP



1ST COMPANY TASK FORCE

DETACHMENT RULE



EXTREMIS-LEVEL THREAT

The 1st Company's veterans have fought at the forefront of their Chapter's wars for many mortal lifespans. Experience has taught them to identify the foe's lethal threats and to lead their battle-brothers to purge them from existence.

Once per battle, in your Command phase, you can use this ability. If you do, until the start of your next Command phase, each time a model from your army with the Oath of Moment ability makes an attack that targets your Oath of Moment target, you can re-roll the Wound roll as well.

ENHANCEMENTS



THE IMPERIUM'S SWORD

This hero and the veterans they lead cut down their foes like a reaping whirlwind.

ADEPTUS ASTARTES model only. Add 1 to the Attacks characteristic of the bearer's melee weapons. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by all other models in the bearer's unit as well.

FEAR MADE MANIFEST (AURA)

This warrior personifies the Emperor's wrath.

ADEPTUS ASTARTES model only. While an enemy unit (excluding **MONSTERS** and **VEHICLES**) is within 6" of the bearer, each time that unit fails a Battle-shock test, one model in that unit is destroyed (chosen by its controlling player). Once per battle, when such an enemy unit fails a Battle-shock test, you can choose for D3 models in that unit to be destroyed in this way instead.

RITEs OF WAR

The commanders of the 1st Company vow before the Chapter and the Emperor to secure victory.

ADEPTUS ASTARTES TERMINATOR model only. Improve the Objective Control characteristic of the bearer by 1. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Objective Control characteristic of all other models in the bearer's unit as well.

IRON RESOLVE

This hero shrugs off even horrendous wounds.

ADEPTUS ASTARTES TERMINATOR model only. The bearer has the Feel No Pain 5+ ability. Once per battle, after the bearer's unit is selected as the target of one or more attacks, the bearer can use this Enhancement. If it does, until the end of the phase, models in the bearer's unit have the Feel No Pain 5+ ability.

Before the might of the 1st Company's champions, the greatest enemy threats can be swept aside. Squads of veterans advance in flexible gunlines, firing salvos into foes whose weaknesses they have long mastered. Others plunge into the enemy, severing heads with their masterwork weapons. Howling gales of teleportation energies herald the arrival of battle-brothers in huge suits of Terminator plate, already unloading rapid-firing weapons at targets acquired by their brethren. Other Terminators pile from the assault ramps of slab-sided transports, crushing skulls and tearing through armour and flesh. Gathered into a force of storied heroes, the veterans of the 1st Company form an engine of destruction that can change the course of an entire war.



ARMOUR OF CONTEMPT

1ST COMPANY TASK FORCE – BATTLE TACTIC STRATAGEM

The belligerence of the Adeptus Astartes combined with their post-human physiology makes them unyielding foes to face.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.



HEROES OF THE CHAPTER

1ST COMPANY TASK FORCE – BATTLE TACTIC STRATAGEM

When the fighting is at its fiercest, the veteran warriors of the Chapter truly show their quality.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Hit roll. If your unit is Below Half-strength, add 1 to the Wound roll as well.



TERRIFYING PROFICIENCY

1ST COMPANY TASK FORCE – STRATEGIC PLOY STRATAGEM

The 1st Company's veterans unleash their skills with an efficiency that is harrowing to witness.

WHEN: Your Fight phase.

TARGET: One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army that made a Charge move this turn and destroyed one or more enemy units this phase.

EFFECT: In your opponent's next Command phase, each enemy unit within 6" of your unit must take a Battle-shock test. If the unit taking that test is Below Half-strength, subtract 1 from that test. Enemy units affected by this Stratagem do not need to take any other Battle-shock tests in the same phase.



DUTY AND HONOUR

1ST COMPANY TASK FORCE – STRATEGIC PLOY STRATAGEM

Adeptus Astartes veterans claim critical objectives in daring strikes, annihilating resistance in their Chapter's name before sweeping onto their next target.

WHEN: Your Movement phase.

TARGET: One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army within range of an objective marker you control.

EFFECT: That objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.



ORBITAL TELEPORTARIUM

1ST COMPANY TASK FORCE – STRATEGIC PLOY STRATAGEM

Teleportarium chambers within orbiting strike cruisers are able to perform site-to-strike teleportations for Terminator-armoured battle-brothers in extremis.

WHEN: End of your opponent's Fight phase.

TARGET: One ADEPTUS ASTARTES TERMINATOR unit from your army.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves. It will arrive back on the battlefield in the Reinforcements step of your next Movement phase using the Deep Strike ability.

RESTRICTIONS: You cannot select a unit that is within Engagement Range of one or more enemy units.



LEGENDARY FORTITUDE

1ST COMPANY TASK FORCE – BATTLE TACTIC STRATAGEM

Many are the legendary tales of the 1st Company holding their ground against the odds, weathering assaults that would have swept away lesser warriors.

WHEN: Your opponent's Charge phase, just after an enemy unit ends a Charge move.

TARGET: One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army within Engagement Range of that enemy unit.

EFFECT: Until the end of the turn, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.



Datasheets

'I believe in three tenets of battle – firepower, firepower and more firepower. Should the Omnissiah have wished otherwise, he would not have provided me with war engines whose rage can be given voice through their sanctified armament.'

- *Kardan Stronos, Voice of the Council,
Iron Hands Chapter*

ROBOUTE GUILLIMAN

M	T	SV	W	LD	OC
8"	9	2+	10	5+	4
		4+	INVULNERABLE SAVE		



In one of Guilliman's hands blazes the burning Emperor's Sword. The other is clad in the Hand of Dominion, a gauntlet with which Guilliman can tear apart tanks. The Primarch's strategic brilliance is his greatest weapon, however, his enemies outmanoeuvred and out-thought before the battle has even begun.

WEAPON	RANGE	A	BS	S	AP	D
RANGED WEAPONS						
Hand of Dominion [RAPID FIRE 2]	30"	2	2+	6	-2	2
MELEE WEAPONS						
Emperor's Sword [DEVASTATING WOUNDS]	Melee	14	2+	8	-3	2
Hand of Dominion [LETHAL HITS]	Melee	7	2+	14	-4	4

AUTHOR OF THE CODEX

Primarch of the XIII (Aura): While a friendly ADEPTUS ASTARTES unit is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit and you can re-roll Battle-shock and Leadership tests taken for that unit.

Master of Battle: At the start of your Command phase, after you have selected your Oath of Moment target, select a second enemy unit. Until the start of your next Command phase, if your Oath of Moment target is destroyed, that second enemy unit becomes your Oath of Moment target until you select a new one.

Supreme Strategist: Once per turn, you can target one friendly ADEPTUS ASTARTES unit within 12" of this model with a Stratagem for OCP, and can do so even if another unit from your army has already been targeted with that Stratagem this phase.

ABILITIES

FACTION: Oath of Moment

Author of the Codex: In your Command phase, select one Author of the Codex ability (see left). Until the start of your next Command phase, this model has that ability.

Ultramarines Bodyguard: While this model is within 3" of one or more friendly ADEPTUS ASTARTES INFANTRY units, this model has the Lone Operative ability.

Armour of Fate: The first time this model is destroyed, roll one D6 at the end of the phase: on a 3+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 6 wounds remaining.

UNIT COMPOSITION

▪ 1 Roboute Guilliman – EPIC HERO

This model is equipped with: Hand of Dominion; Emperor's Sword.

SUPREME COMMANDER

If this model is in your army, it must be your WARLORD.

KEYWORDS: MONSTER, CHARACTER, EPIC HERO, IMPERIUM, PRIMARCH, ROBOUTE GUILLIMAN



FACTION KEYWORDS: ADEPTUS ASTARTES, ULTRAMARINES

MARNEUS CALGAR

M	T	SV	W	LD	OC
6"	6	2+	6	6+	1
6"	4	2+	3	6+	1

4+ INVULNERABLE SAVE

MARNEUS CALGAR

VICTRIX HONOUR GUARD



On the battlefield, Marneus Calgar is an inspiring leader and superlative warrior. He heralds his advance with thunderous volleys of bolt shells from the Gauntlets of Ultramar before tearing apart anything in his grip. When he judges the endgame of his strategy to be imminent, he leads his Ultramarines into the heart of enemy lines.

WEAPON	RANGE	A	BS	S	AP	D
RANGED WEAPONS Gauntlets of Ultramar [PISTOL, TWIN-LINKED]	18"	4	2+	4	-1	2
MELEE WEAPONS Gauntlets of Ultramar [TWIN-LINKED]	Melee	6	2+	8	-3	3
Victrix power sword	Melee	5	2+	5	-2	2

LEADER

This unit can be attached to the following units: **AGGRESSOR SQUAD, ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, ERADICATOR SQUAD, HEAVY INTERCESSOR SQUAD, INFERNUS SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, TACTICAL SQUAD**

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Inspiring Leader: While this unit is leading a unit and contains a **MARNEUS CALGAR** model, that unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

Master Tactician: At the start of your Command phase, if this unit's **MARNEUS CALGAR** model is on the battlefield, you gain 1CP.

Honour Guard of Macragge: While this unit contains one or more Victrix Honour Guard models, this unit's **MARNEUS CALGAR** model has the Feel No Pain 4+ ability.

UNIT COMPOSITION

- 1 Marneus Calgar – EPIC HERO
- 2 Victrix Honour Guard

Marneus Calgar is equipped with: Gauntlets of Ultramar.

Every Victrix Honour Guard is equipped with: Victrix power sword.

KEYWORDS – ALL MODELS: **INFANTRY, IMPERIUM** | **MARNEUS CALGAR:** CHARACTER, EPIC HERO, GRAVIS, CHAPTER MASTER, MARNEUS CALGAR

FACTION KEYWORDS: **ADEPTUS ASTARTES, ULTRAMARINES**



Marneus Calgar



Victrix Honour Guard

CHIEF LIBRARIAN TIGURIUS

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1
4+ INVULNERABLE SAVE					



As Tigurius charges into battle, he assails the enemy with a tempest of psychic fury. Blasts of energy leap from his staff, hurling foes through the air and burning their souls to ash. It is the Chief Librarian's acute foresight that is most valuable to his Chapter – his merest intuition is worth more than the predictions of an army of strategists and spies.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Storm of the Emperor's Wrath – witchfire [BLAST, PSYCHIC]	18"	D6	2+	6	-2	2
Storm of the Emperor's Wrath – focused witchfire [BLAST, HAZARDOUS, PSYCHIC]	18"	2D6	2+	6	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Rod of Tigurius [PSYCHIC]	Melee	5	3+	7	-2	D3

LEADER

This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, DESOLATION SQUAD, DEVASTATOR SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, TACTICAL SQUAD

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, IMPERIUM, TACTICUS, CHIEF LIBRARIAN TIGURIUS

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Hood of Hellfire: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks and mortal wounds.

Master of Prescience [Psychic]: While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll. In addition, once per battle round, you can target that unit with one of the following Stratagems for OCP: Counter-offensive; Fire Overwatch; Go to Ground; Heroic Intervention.

UNIT COMPOSITION

▪ 1 Chief Librarian Tigurius – EPIC HERO

This model is equipped with: bolt pistol; Storm of the Emperor's Wrath; Rod of Tigurius.

FACTION KEYWORDS: ADEPTUS ASTARTES, ULTRAMARINES

CAPTAIN SICARIUS

M	T	SV	W	LD	OC
6"	4	2+	5	6+	1
4+ INVULNERABLE SAVE					



Sicarius is a swordsman without equal, whipping his Tempest Blade through the air in a shimmering blur of thrusts and parries. He is also the undisputed master of the lightning assault, capable of appraising the most complex tactical situation with little more than a glance and deploying his warriors with absolute confidence.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Artisan plasma pistol [PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Talassarian Tempest Blade [LETHAL HITS]	Melee	6	2+	5	-2	2

LEADER

This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, STERNGUARD VETERAN SQUAD, TACTICAL SQUAD

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Lead From the Front: While this model is leading a unit, models in that unit have the Scouts 6" ability and ranged weapons equipped by models in that unit have the [ASSAULT] ability.

Knight Champion of Macragge: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model's unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

UNIT COMPOSITION

▪ 1 Captain Sicarius – EPIC HERO

This model is equipped with: artisan plasma pistol; Talassarian Tempest Blade.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TACTICUS, CAPTAIN, SICARIUS

FACTION KEYWORDS: ADEPTUS ASTARTES, ULTRAMARINES

URIEL VENTRIS

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1
4+ INVULNERABLE SAVE					



Skilled warrior and masterful leader, Uriel Ventris is one of the Ultramarines' most capable commanders – if a maverick one. Having served in the Deathwatch before becoming Captain, he has absorbed the strategies of battle-brothers from a host of other Chapters, giving him a breadth of tactical insight exceeding that of many of his peers.

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Unorthodox Strategist: While this model is leading a unit, you can target that unit with a Stratagem even if that Stratagem has already been used on another unit from your army this phase. In addition, this model's unit can still be selected as the target of a Stratagem while Battle-shocked.

Master of the Fleet: During the Declare Battle Formations step, if your army includes this model, select one **ADEPTUS ASTARTES INFANTRY** unit from your army. That unit gains the Deep Strike ability.

UNIT COMPOSITION

• 1 Uriel Ventris – EPIC HERO

This model is equipped with: bolt pistol; Invictus; Sword of Idaeus.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Invictus	24"	2	2+	4	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Sword of Idaeus [SUSTAINED HITS 1]	Melee	6	2+	6	-2	2

LEADER

This model can be attached to the following units: **ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, TACTICAL SQUAD**

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TACTICUS, CAPTAIN, URIEL VENTRIS



FACTION KEYWORDS: ADEPTUS ASTARTES, ULTRAMARINES

DARNATH LYSANDER

M	T	SV	W	LD	OC
5"	5	2+	6	6+	1
4+ INVULNERABLE SAVE					



Raising high his storm shield, Rampart, as he swings the Fist of Dorn, Lysander wades through his foes like a warship smashing through stormy seas. Each hammer blow reduces enemies to bloody ruin, sweeping whole ranks of warriors from their feet. All the while, Lysander's obstinate scowl never wavers, his determination absolute.

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Oath of Moment**

Icon of Obstinacy: While this model is leading a unit, each time an attack targets that unit, if the Strength characteristic of that attack is greater than or equal to the Toughness characteristic of that unit, subtract 1 from the Wound roll.

Rampart: Once per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, this model has a 2+ invulnerable save.

UNIT COMPOSITION

• 1 Darnath Lysander – EPIC HERO

This model is equipped with: Fist of Dorn.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Fist of Dorn [DEVASTATING WOUNDS]	Melee	5	2+	10	-3	3

LEADER

This model can be attached to the following units: **TERMINATOR ASSAULT SQUAD, TERMINATOR SQUAD**

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TERMINATOR, CAPTAIN, DARNATH LYSANDER



FACTION KEYWORDS: ADEPTUS ASTARTES, IMPERIAL FISTS

TOR GARADON

M	T	SV	W	LD	OC
5"	6	3+	6	6+	1
4+ INVULNERABLE SAVE					



Shot after shot bounces from the indomitable plate of Tor Garadon's Gravis armour as he advances across the battlefield. Sharp-minded and possessing a knack for improvised warfare, Garadon directs the lethal fire of his warriors through a combination of natural skill and the advanced targeting data fed to him by his signum array.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Artificer grav-gun [ANTI-VEHICLE 2+]	18"	2	2+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hand of Defiance	Melee	5	2+	12	-2	2

LEADER

This model can be attached to the following units: **AGGRESSOR SQUAD, ERADICATOR SQUAD, HEAVY INTERCESSOR SQUAD**

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Signum Array: While this model is leading a unit, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

Siege Captain: Each time this model makes an attack that targets a **MONSTER, VEHICLE, or FORTIFICATION** unit, improve the Strength, Armour Penetration and Damage characteristics of that attack by 2.

UNIT COMPOSITION

- 1 Tor Garadon – **EPIC HERO**

This model is equipped with: artificer grav-gun; Hand of Defiance.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, GRAVIS, CAPTAIN, TOR GARADON**



FACTION KEYWORDS: **ADEPTUS ASTARTES, IMPERIAL FISTS**

PEDRO KANTOR

M	T	SV	W	LD	OC
6"	4	2+	5	6+	1
4+ INVULNERABLE SAVE					



Pedro Kantor is a superb combatant and an inspiring leader. The Chapter Master of the Crimson fists mows down enemy infantry with Dorn's Arrow, blasting them apart with hails of mass-reactive bolts. Those who make the mistake of getting too close – whether battle tank or foot soldier – he crushes with thunderous blows from the Fist of Retribution.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Dorn's Arrow [RAPID FIRE 2, SUSTAINED HITS 1]	24"	2	2+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Fist of Retribution	Melee	5	2+	8	-3	3

LEADER

This model can be attached to the following units: **COMPANY HEROES, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD, TACTICAL SQUAD**

CRIMSON FISTS

This model is from the Crimson Fists Chapter, a successor of the Imperial Fists. For all rules purposes, it is treated as an **IMPERIAL FISTS** model, but it cannot be included in an army that includes any other **IMPERIAL FISTS EPIC HERO** models.

ABILITIES

CORE: **Feel No Pain 6+, Leader**

FACTION: **Oath of Moment**

Oath of Rynn: Once per battle, at the start of either player's Command phase, this model can use this ability. When it does, until the end of the turn, add 1 to the Attacks characteristic of weapons equipped by models in this model's unit.

To the Last: While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength.

UNIT COMPOSITION

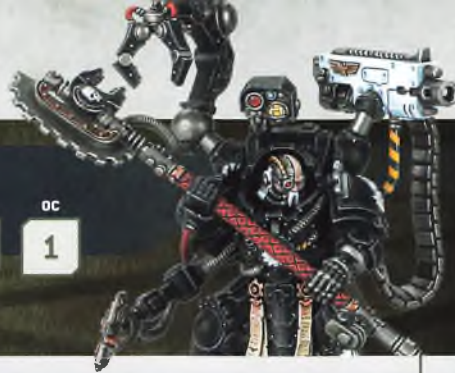
- 1 Pedro Kantor – **EPIC HERO**

This model is equipped with: Dorn's Arrow; Fist of Retribution.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, TACTICUS, CHAPTER MASTER, PEDRO KANTOR**



FACTION KEYWORDS: **ADEPTUS ASTARTES, IMPERIAL FISTS**



IRON FATHER FEIRROS

M	T	SV	W	LD	OC
5"	6	2+	6	6+	1

Malkaan Feirros is the Iron Hands Master of the Forge and amongst the oldest of those Chapter leaders known as Iron Fathers. He guides the Chapter's battle-brothers and its war engines' machine spirits to unleash precise destruction. Feirros is no less a deadly combatant himself, employing the huge axe Harrowhand and the servo arms of his Medusan Manipuli to eviscerate and crush.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Gorgon's Wrath [SUSTAINED HITS 2]	36"	3	2+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Harrowhand	Melee	6	3+	7	-2	2
Medusan Manipuli [EXTRA ATTACKS]	Melee	2	3+	8	-2	3

LEADER

This model can be attached to the following units: **AGGRESSOR SQUAD**, **ERADICATOR SQUAD**, **HEAVY INTERCESSOR SQUAD**

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Rites of Tempering: While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Iron Father: While this model is within 3" of one or more friendly **ADEPTUS ASTARTES VEHICLE** units, it has the Lone Operative ability.

Master of the Forge: In your Command phase, select one friendly **ADEPTUS ASTARTES VEHICLE** model within 3" of this model. That model regains up to 3 lost wounds and, until the start of your next Command phase, each time that **VEHICLE** model makes an attack, add 1 to the Hit roll. You cannot select a unit for this ability that has already been selected for the Blessing of the Omnissiah ability this phase, and vice versa.

UNIT COMPOSITION

- 1 Iron Father Feirros – EPIC HERO

This model is equipped with: bolt pistol; Gorgon's Wrath; Harrowhand; Medusan Manipuli.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, GRAVIS, IRON FATHER FEIRROS



FACTION KEYWORDS: ADEPTUS ASTARTES, IRON HANDS



KAYVAAN SHRIKE

M	T	SV	W	LD	OC
12"	4	3+	5	6+	1
		4+	INVULNERABLE SAVE		



Kayvaan Shrike is the Raven Guard Chapter's foremost warrior and an exemplar of Corax's teachings. A master of ambush, stealth and vigilance, he leads his warriors in daring raids, guerrilla campaigns and precision strikes, dropping silently from the skies before tearing his foes apart with savage slashes from the Raven's Talons.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blackout [PISTOL, PRECISION]	18"	2	2+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
The Raven's Talons [PRECISION, TWIN-LINKED]	Melee	7	2+	5	-2	2

LEADER

This model can be attached to the following units: ASSAULT INTERCESSORS WITH JUMP PACKS, VANGUARD VETERAN SQUAD WITH JUMP PACKS

ABILITIES

CORE: Deep Strike, Leader, Lone Operative, Stealth

FACTION: Oath of Moment

Trifold Path of Shadow: While this model is leading a unit, that unit cannot be targeted by ranged attacks unless the attacking model is within 12".

Echo of the Ravenspire: At the end of your opponent's turn, if this model's unit is not within Engagement Range of one or more enemy units, you can remove that unit from the battlefield and place it into Strategic Reserves.

UNIT COMPOSITION

- 1 Kayvaan Shrike – EPIC HERO

This model is equipped with: Blackout; the Raven's Talons.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, FLY, JUMP PACK, IMPERIUM, PHOBOS, CHAPTER MASTER, KAYVAAN SHRIKE



FACTION KEYWORDS:
ADEPTUS ASTARTES, RAVEN GUARD

KOR'SARRO KHAN

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1
		4+	INVULNERABLE SAVE		



As Captain of the White Scars 3rd Company and Master of the Hunt, Kor'sarro Khan pursues and executes the Chapter's greatest living foes. He is an indefatigable huntsman, tracking his quarry across the stars before running them to ground and taking their head with a masterful sweep of his deadly blade, Moonfang.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Moonfang [DEVASTATING WOUNDS, PRECISION]	Melee	6	2+	5	-2	2

LEADER

This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, TACTICAL SQUAD

ABILITIES

CORE: Leader

FACTION: Oath of Moment

For the Khan! While this model is leading a unit, ranged weapons equipped by models in that unit have the [ASSAULT] ability and melee weapons equipped by models in that unit have the [LANCE] ability.

Trophy Taker: Each time this model destroys an enemy CHARACTER model, you gain 1CP.

UNIT COMPOSITION

- 1 Kor'sarro Khan – EPIC HERO

This model is equipped with: bolt pistol; Moonfang.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TACTICUS, CAPTAIN, KOR'SARRO KHAN



FACTION KEYWORDS:
ADEPTUS ASTARTES, WHITE SCARS

VULKAN HE'STAN

M	T	SV	W	LD	DC
6"	4	2+	5	6+	1
4+ INVULNERABLE SAVE					



Striding into battle with the weapons of his Primarch in his hands, the Forgefather lays low all who oppose him. Seeker of the lost relics of Vulkan, He'stan is relentless in his quest, willing to fight through any foe and face down any danger in order to see his oaths fulfilled.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol (PISTOL)	12"	1	2+	4	0	1
Gauntlet of the Forge (IGNORES COVER, TORRENT)	12"	D6+3	N/A	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Spear of Vulkan	Melee	6	2+	6	-2	2

LEADER

This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, COMPANY HEROES, INFERNUS SQUAD, TACTICAL SQUAD

ABILITIES

CORE: Feel No Pain 6+, Leader

FACTION: Oath of Moment

Forgefather: In your Shooting phase, select one enemy unit within 24" of and visible to this model. Until the end of the phase, each time a friendly ADEPTUS ASTARTES model makes a ranged attack with a Torrent or Melta weapon that targets that enemy unit, you can re-roll the Wound roll.

Seeker of the Unfound: At the start of the battle, select one objective marker on the battlefield. While this model is within range of that objective marker, it has an Objective Control characteristic of 10, a Leadership characteristic of 5+ and the Feel No Pain 4+ ability.

UNIT COMPOSITION

■ 1 Vulkan He'stan – EPIC HERO

This model is equipped with: bolt pistol; Gauntlet of the Forge; Spear of Vulkan.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN, VULKAN HE'STAN



FACTION KEYWORDS: ADEPTUS ASTARTES, SALAMANDERS

ADRAX AGATONE

M	T	SV	W	LD	DC
6"	4	2+	5	6+	1
4+ INVULNERABLE SAVE					



The Salamanders 3rd Company Captain is a tightly focused force of destruction, striking hard and true in battle without tiring. Prodigiously strong, he wields his mighty thunder hammer expertly, striking down foes with every swing. Those enemies Agatone does not slay in this way he purges with furious blasts from his hand-flamer, Drakkis.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Drakkis (IGNORES COVER, PISTOL, TORRENT)	12"	D6+3	N/A	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Malleus Noctum	Melee	5	2+	10	-2	3

LEADER

This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, INFERNUS SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, TACTICAL SQUAD

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Unto the Anvil: While this model is leading a unit, each time a model in that unit makes a melee attack, you can re-roll the Wound roll.

Lord of the Pyroclasts: While an enemy unit is within Engagement Range of this model, halve the Objective Control characteristic of models in that unit.

UNIT COMPOSITION

■ 1 Adrax Agatone – EPIC HERO

This model is equipped with: Drakkis; Malleus Noctum.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TACTICUS, CAPTAIN, ADRAX AGATONE



FACTION KEYWORDS: ADEPTUS ASTARTES, SALAMANDERS

CAPTAIN

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1
4+ INVULNERABLE SAVE					



Leading strike forces of Space Marines from the front lines, Captains exemplify the strength and skill of the warriors under their command. They are paragons of strategic genius with centuries of battlefield experience, and their great deeds are often rewarded with ancient artefacts drawn from the Chapter's vaults.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Heavy bolt pistol [PISTOL]	18"	1	2+	4	-1	1
Master-crafted bolter	24"	2	2+	4	-1	2
Neo-voikite pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	2+	5	0	2
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	6	2+	4	0	1
Master-crafted power weapon	Melee	6	2+	5	-2	2
Power fist	Melee	5	2+	8	-2	2

WARGEAR OPTIONS

- This model's bolt pistol, master-crafted bolter and close combat weapon can be replaced with one of the following:
 - 1 heavy bolt pistol and 1 power fist
 - 1 heavy bolt pistol and 1 master-crafted power weapon
 - 1 neo-voikite pistol and 1 power fist
 - 1 neo-voikite pistol and 1 master-crafted power weapon
- 1 plasma pistol and 1 power fist
- 1 plasma pistol and 1 master-crafted power weapon
- 1 heavy bolt pistol, 1 master-crafted power weapon and 1 relic shield
- This model's close combat weapon can be replaced with one of the following:
 - 1 master-crafted power weapon
 - 1 power fist

LEADER

This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD*, COMPANY HEROES, HELLBLASTER SQUAD*, INFERNUS SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, TACTICAL SQUAD

* This model cannot be attached to a BLADEGUARD VETERAN SQUAD unless this model is equipped with a relic shield, and cannot be attached to a HELLBLASTER SQUAD unless this model is equipped with a plasma pistol.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, CAPTAIN

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if another unit from your army has already been targeted with that Stratagem this phase.

Finest Hour: Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the [DEVASTATING WOUNDS] ability.

WARGEAR ABILITIES

Relic Shield: The bearer has a Wounds characteristic of 6.

UNIT COMPOSITION

■ 1 Captain

This model is equipped with: bolt pistol; master-crafted bolter; close combat weapon.

FACTION KEYWORDS: ADEPTUS ASTARTES



Captain with master-crafted bolter and power fist



Captain with master-crafted bolter



Captain with master-crafted bolter and master-crafted power weapon



CAPTAIN IN GRAVIS ARMOUR

M	T	SV	W	LD	OC
5"	6	3+	6	6+	1
4+ INVULNERABLE SAVE					



Clad in a suit of indomitable Gravis armour, a Space Marine Captain can fearlessly stride into the very fiercest battlefield firestorms. To don Gravis armour is to demonstrate the greatest determination to crush the enemy, no matter how deeply they are entrenched.

RANGED WEAPONS		RANGE	A	BS	S	AP	D
Boltstorm gauntlet [PISTOL]		12"	3	2+	4	-1	1
Master-crafted heavy bolt rifle		30"	2	2+	5	-1	2

MELEE WEAPONS		RANGE	A	WS	S	AP	D
Master-crafted power weapon		Melee	6	2+	5	-2	2
Power fist		Melee	5	2+	8	-2	2
Relic blade [EXTRA ATTACKS]		Melee	2	2+	5	-2	2
Relic chainsword [EXTRA ATTACKS]		Melee	3	2+	4	-1	2
Relic fist [EXTRA ATTACKS]		Melee	1	2+	8	-2	2

WARGEAR OPTIONS

- This model's master-crafted heavy bolt rifle and master-crafted power weapon can be replaced with:
 - 1 boltstorm gauntlet, 1 power fist and 1 relic chainsword
 - 1 boltstorm gauntlet, 1 power fist and 1 relic blade
 - 1 boltstorm gauntlet, 1 power fist and 1 relic fist

LEADER

This model can be attached to the following units: **AGGRESSOR SQUAD**, **ERADICATOR SQUAD**, **HEAVY INTERCESSOR SQUAD**

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if another unit from your army has already been targeted with that Stratagem this phase.

Refuse to Yield: Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

UNIT COMPOSITION

- 1 Captain in Gravis Armour

This model is equipped with: master-crafted heavy bolt rifle; master-crafted power weapon.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, GRAVIS, CAPTAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN IN PHOBOS ARMOUR

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1
4+ INVULNERABLE SAVE					



All Space Marines are trained in reconnaissance, stealth and sabotage while in the 10th Company. Donning their Phobos armour, a Captain will combine these skills with their incredible martial prowess and hard-won strategic expertise to lead strike forces of Vanguard warriors on dangerous covert missions.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Instigator bolt carbine [PRECISION]	24"	1	2+	4	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Combat knife	Melee	6	2+	4	0	1

LEADER

This model can be attached to the following units: **ELIMINATOR SQUAD, INCURSOR SQUAD, INFILTRATOR SQUAD, REIVER SQUAD, SCOUT SQUAD**

ABILITIES

CORE: Infiltrators, Leader, Stealth

FACTION: Oath of Moment

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if another unit from your army has already been targeted with that Stratagem this phase.

Master of Deceit: After both players have deployed their armies and determined who has the first turn, if your army includes one or more models with this ability, you can select up to three friendly **ADEPTUS ASTARTES PHOBOS** or **ADEPTUS ASTARTES SCOUT SQUAD** units and redeploy all of those units. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

UNIT COMPOSITION

- 1 Captain in Phobos Armour

This model is equipped with: bolt pistol; instigator bolt carbine; combat knife.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, PHOBOS, CAPTAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

'A Captain leads from the front. By his example shall his men know what it is to be of the Adeptus Astartes, and from his teachings shall they learn the trade of battle in the Emperor's name.

No ordinary man can a Captain be, for many are the paths to victory and he must be master of them all. His very being shall be an extension of the Emperor's work. With every strike of his sword, with every word of his speech, does he reaffirm the ideals of our honoured master. He will vanquish darkness and heresy with every thought, word and deed. So shall his coming be a sign of deliverance to the dutiful, and a herald of dismay to all traitors. No living man shall stay his wrath.'

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

CAPTAIN IN TERMINATOR ARMOUR

M	T	SV	W	LD	OC
5"	5	2+	6	6+	1
		4+	INVULNERABLE SAVE		



Space Marine Captains are expected to fight from the front, and few kinds of armour enable them to do so as effectively as Terminator plate. Formidably resilient, such a suit protects the Captain against all but the most devastating enemy fire and enables them to deploy by teleport strike right into the heart of the foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Relic fist	Melee	5	2+	8	-2	2
Relic weapon	Melee	6	2+	5	-2	2

WARGEAR OPTIONS

- This model's storm bolter can be replaced with 1 combi-weapon.
- This model's relic weapon can be replaced with 1 relic fist.

LEADER

This model can be attached to the following units: **TERMINATOR ASSAULT SQUAD**, **TERMINATOR SQUAD**

ABILITIES

CORE: **Deep Strike**, **Leader**

FACTION: **Oath of Moment**

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if another unit from your army has already been targeted with that Stratagem this phase.

Unstoppable Valour: You can re-roll Charge rolls made for this model's unit.

UNIT COMPOSITION

- **1 Captain in Terminator Armour**

This model is equipped with: storm bolter; relic weapon.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, CAPTAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES



CAPTAIN WITH JUMP PACK

M	T	SV	W	LD	OC	
12"	4	3+	5	6+	1	
		4+	INVULNERABLE SAVE			



Many a Space Marine Captain favours fury and speed, and devises ingenious strategies to use these to devastating effect against their enemies. Being superlative warriors and inspiring leaders, they have no place but at the very forefront of battle. With a jump pack, Captains can lead their warriors as speartips for their assaults.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy bolt pistol [PISTOL]	18"	1	2+	4	-1	1
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	7	2+	4	-1	1
Power fist	Melee	5	2+	8	-2	2
Relic weapon	Melee	6	2+	5	-2	2
Thunder hammer [DEVASTATING WOUNDS]	Melee	5	3+	8	-2	2

WARGEAR OPTIONS

- This model's heavy bolt pistol can be replaced with one of the following:
 - 1 plasma pistol
 - 1 hand flamer
- This model's Astartes chainsword can be replaced with one of the following:
 - 1 power fist
 - 1 relic weapon
- This model's heavy bolt pistol and Astartes chainsword can be replaced with 1 thunder hammer and 1 relic shield.

LEADER

This model can be attached to the following units: **ASSAULT INTERCESSORS WITH JUMP PACKS, VANGUARD VETERAN SQUAD WITH JUMP PACKS**

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, GRENADES, IMPERIUM, TACTICUS, CAPTAIN



FACTION KEYWORDS: ADEPTUS ASTARTES

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Angel's Wrath: While this model is leading a unit, each time that unit ends a Charge move, until the end of the turn, add 1 to the Strength characteristic of melee weapons equipped by models in that unit.

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if another unit from your army has already been targeted with that Stratagem this phase.

WARGEAR ABILITIES

Relic Shield: The bearer has a Wounds characteristic of 6.

UNIT COMPOSITION

- 1 Captain with Jump Pack

This model is equipped with: heavy bolt pistol; Astartes chainsword.

LIEUTENANT

M

T

SV

W

LD

OC

6"

4

3+

4

6+

1



Lieutenants, in addition to being extremely able tacticians and strategists, are highly skilled warriors. Experts in all the lethal weaponry of the battle-brothers they so often command and fight alongside, they bellow orders and coordinate their brothers' attacks even as they strike at the foe with their own arsenal of powerful weapons.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Heavy bolt pistol [PISTOL]	18"	1	2+	4	-1	1
Master-crafted bolter	24"	2	2+	4	-1	2
Neo-volkite pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	2+	5	0	2
▶ Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	2+	4	0	1
Master-crafted power weapon	Melee	5	2+	5	-2	2
Power fist	Melee	4	2+	8	-2	2

WARGEAR OPTIONS

- This model's master-crafted bolter can be replaced with one of the following:
 - 1 plasma pistol
 - 1 master-crafted power weapon
 - 1 power fist
- This model's bolt pistol, master-crafted bolter and close combat weapon can be replaced with 1 neo-volkite pistol, 1 master-crafted power weapon and 1 storm shield.
- This model's bolt pistol can be replaced with 1 heavy bolt pistol.
- This model's close combat weapon can be replaced with one of the following:
 - 1 master-crafted power weapon
 - 1 power fist

LEADER

This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, HELLBLASTER SQUAD, INFERNUS SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, TACTICAL SQUAD

You can attach this model to one of the above units even if one CAPTAIN or CHAPTER MASTER model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Tactical Precision: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Target Priority: This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

WARGEAR ABILITIES

Storm Shield: The bearer has a 4+ invulnerable save.

UNIT COMPOSITION

▪ 1 Lieutenant

This model is equipped with: bolt pistol; master-crafted bolter; close combat weapon.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, LIEUTENANT



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIEUTENANT IN REIVER ARMOUR

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



When a Space Marine commander needs the enemy broken in terror, he unleashes detachments led by Lieutenants clad in the wargear of the Reiver Squads. With the masterful leadership of the Lieutenant, these forces become more powerful than the sum of their parts, and drive contingents of the foe to flight.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Master-crafted special issue bolt pistol [PISTOL, PRECISION]	12"	1	2+	4	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Combat knife [PRECISION]	Melee	6	2+	4	0	1

LEADER

This model can be attached to the following unit: **REIVER SQUAD**

You can attach this model to the above unit even if one **CAPTAIN** or **CHAPTER MASTER** model has already been attached to it. If you do, and that **Bodyguard** unit is destroyed, the **Leader** units attached to it become separate units, with their original **Starting Strengths**.

ABILITIES

CORE: Leader, Scouts 6"

FACTION: Oath of Moment

Tactical Precision: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Deadly Terror: While this model is leading a unit, increase the range of that unit's **Terror Troops** ability by 3".

UNIT COMPOSITION

▪ 1 Lieutenant in Reiver Armour

This model is equipped with: master-crafted special issue bolt pistol; combat knife.

KEYWORDS: INFANTRY, CHARACTER, SMOKE, GRENADES, IMPERIUM, PHOBOS, LIEUTENANT, LIEUTENANT IN REIVER ARMOUR



FACTION KEYWORDS: ADEPTUS ASTARTES

LIEUTENANT IN PHOBOS ARMOUR

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



Highly capable combat commanders, Lieutenants can lead independent reconnaissance, sabotage and assassination forces far beyond Imperial lines. They are deadly warriors, and the last sensation of countless foes has been the cold press of a Space Marine Lieutenant's knife to their neck.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Master-crafted bolt carbine	24"	2	2+	4	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Paired combat blades [SUSTAINED HITS 1]	Melee	5	2+	4	0	1

LEADER

This model can be attached to the following units: **INCURSOR SQUAD**, **INFILTRATOR SQUAD**, **REIVER SQUAD**

You can attach this model to one of the above units even if one **CAPTAIN** or **CHAPTER MASTER** model has already been attached to it. If you do, and that **Bodyguard** unit is destroyed, the **Leader** units attached to it become separate units, with their original **Starting Strengths**.

ABILITIES

CORE: Deep Strike, Infiltrators, Leader, Scouts 6"

FACTION: Oath of Moment

Tactical Precision: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Strategic Dispersal: In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".

UNIT COMPOSITION

▪ 1 Lieutenant in Phobos Armour

This model is equipped with: bolt pistol; master-crafted bolt carbine; paired combat blades.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, PHOBOS, LIEUTENANT



FACTION KEYWORDS: ADEPTUS ASTARTES

LIEUTENANT WITH COMBI-WEAPON

M	T	SV	W	LD	DC
6"	4	3+	4	6+	1



Some Lieutenants in Phobos armour are tasked with operating behind enemy lines, acting as skilled assassins and intelligence gatherers. By the time the main Space Marine task force has arrived they have cast the enemy into disarray and collected incredible tactical data that will all but guarantee the assault's success.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Paired combat blades [ANTI-INFANTRY 4+, SUSTAINED HITS 1]	Melee	5	2+	4	0	1

ABILITIES

CORE: Infiltrators, Feel No Pain 5+, Lone Operative, Stealth

FACTION: Oath of Moment

Priority Objective Identified: At the start of the first battle round, if your army includes one or more models with this ability, you can select one objective marker on the battlefield. Until the end of the battle, while one or more models with this ability are on the battlefield, each time a friendly **ADEPTUS ASTARTES** model makes an attack that targets an enemy unit that is within range of that objective marker, re-roll a Wound roll of 1.

Evade and Survive: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model is not within Engagement Range of one or more enemy units, it can make a Normal move.

UNIT COMPOSITION

- 1 Lieutenant with Combi-weapon

This model is equipped with: combi-weapon; paired combat blades.

LAST SURVIVOR

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

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



FACTION KEYWORDS: ADEPTUS ASTARTES

'To have no fear does not equate to spending one's life recklessly in the crucible of war. Never forget to make the enemies of the Imperium fear you. Never allow them one moment of reassurance that they have your measure, that they have enough strength, enough will, enough ammunition to end your life. You are a warrior in the Emperor's service; let your foes tremble at your capacity for endurance. Let your very survival be the anvil on which ultimate victory is forged.'

- Lieutenant Vor'nal, Salamanders 7th Company, addressing neophytes of the Chapter



LIBRARIAN

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



Librarians are the Space Marines' battle-psykers and keepers of lore. Wielding terrifying empyric energies, with but a thought they can crush a foe's skull, throw up force shields to protect their brethren from incoming fire and hurl blasts of psychic power.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
▶ Smite – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
▶ Smite – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

LEADER

This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, DESOLATION SQUAD, DEVASTATOR SQUAD, HELLBLASTER SQUAD, INFERNUS SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, TACTICAL SQUAD

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, PSYKER, IMPERIUM, TACTICUS, LIBRARIAN

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Psychic Hood: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

Mental Fortress (Psychic): While this model is leading a unit, models in that unit have a 4+ invulnerable save.

UNIT COMPOSITION

▪ 1 Librarian

This model is equipped with: bolt pistol; Smite; force weapon.



FACTION KEYWORDS: ADEPTUS ASTARTES

LIBRARIAN IN PHOBOS ARMOUR

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



Many Librarians learn the arcane arts of obscuration and illusion as part of their long and dangerous training. Donning Phobos armour, they take to the field and use these skills to fog the minds of their enemies, prise vital battle plans from their foes' minds and turn the enemy's shadows against them.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
▶ Smite – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
▶ Smite – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

LEADER

This model can be attached to the following units: ELIMINATOR SQUAD, INCURSOR SQUAD, INFILTRATOR SQUAD, REIVER SQUAD

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, PSYKER, IMPERIUM, PHOBOS, LIBRARIAN

ABILITIES

CORE: Infiltrators, Leader

FACTION: Oath of Moment

Psychic Hood: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

Shrouding (Psychic): While this model is leading a unit, models in that unit have the Stealth ability and that unit cannot be targeted by ranged attacks unless the attacking model is within 12".

UNIT COMPOSITION

▪ 1 Librarian in Phobos Armour

This model is equipped with: bolt pistol; Smite; force weapon.



FACTION KEYWORDS: ADEPTUS ASTARTES

LIBRARIAN IN TERMINATOR ARMOUR

M 5" T 5 SV 2+ W 5 LD 6+ DC 1

4+ INVULNERABLE SAVE



The powers of a Chapter's Librarians lend a lethal psychic edge to its elite infantry spearheads. Whether it be gruelling boarding actions, ferocious urban combat or on the front line against overwhelming enemy numbers, Librarians in Terminator armour blast at the foe with their powerful psychic energies.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
▶ Smite – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
▶ Smite – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

- WARGEAR OPTIONS**
- This model can be equipped with one of the following:
 - 1 combi-weapon
 - 1 storm bolter

LEADER

This model can be attached to the following units: **TERMINATOR ASSAULT SQUAD, TERMINATOR SQUAD**

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Psychic Hood: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

Veil of Time [Psychic]: While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

UNIT COMPOSITION

- 1 Librarian in Terminator Armour

This model is equipped with: Smite; force weapon.

KEYWORDS: INFANTRY, CHARACTER, PSYKER, IMPERIUM, TERMINATOR, LIBRARIAN



FACTION KEYWORDS:
ADEPTUS ASTARTES



CHAPLAIN

M	T	SV	W	LD	OC	
6"	4	3+	4	5+	1	
		4+	INVULNERABLE SAVE			



Cloak billowing in the heat of battle and absolver pistol flaring, Chaplains stride purposefully into battle, the boom of their oration audible even over the furious din of conflict. Without rest they exhort their brothers to victory, steeling their hearts, minds and souls no matter the savagery of the enemy.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Absolver bolt pistol [PISTOL]	18"	1	3+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crozius arcanum	Melee	5	2+	6	-1	2

LEADER

This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, HELLBLASTER SQUAD, INFERNUS SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, TACTICAL SQUAD

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Litany of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Spiritual Leader: Once per battle, at the start of any phase, you can select one friendly ADEPTUS ASTARTES unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

UNIT COMPOSITION

- 1 Chaplain

This model is equipped with: absolver bolt pistol; crozius arcanum.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, CHAPLAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CHAPLAIN IN TERMINATOR ARMOUR

M	T	SV	W	LD	OC	
5"	5	2+	5	5+	1	
		4+	INVULNERABLE SAVE			



Every Space Marine is roused to war by the litanies of their Chaplains, and never is this spiritual fortification more vital than amidst the blood and horror of boarding actions and beachhead strikes. Thus, Chaplains are trained to wear formidable Terminator armour so they can fight alongside Veteran battle-brothers.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crozius arcanum	Melee	5	2+	6	-1	2

WARGEAR OPTIONS

- This model's storm bolter can be replaced with 1 relic shield.

LEADER

This model can be attached to the following units: TERMINATOR ASSAULT SQUAD, TERMINATOR SQUAD

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Litany of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Recitation of Faith: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against mortal wounds.

WARGEAR ABILITIES

Relic Shield: The bearer has a Wounds characteristic of 6.

UNIT COMPOSITION

- 1 Chaplain in Terminator Armour

This model is equipped with: storm bolter; crozius arcanum.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, CHAPLAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CHAPLAIN ON BIKE

M	T	SV	W	LD	OC
12"	5	3+	5	5+	1



INVULNERABLE SAVE



When a Chaplain takes to the field on a Raider-pattern bike, he is able to keep pace with even the swiftest armoured advance or spearhead breakthrough. Fighting in such an action, he will urge his brothers to victory as he bellows his catechisms and charges headlong into the foe, crozius arcanum swinging.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Absolver bolt pistol [PISTOL]	18"	1	3+	5	-1	2
Twin bolt rifle [TWIN-LINKED]	24"	2	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crozius arcanum	Melee	5	2+	6	-1	2

LEADER

This model can be attached to the following unit: **OUTRIDER SQUAD**

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Litany of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Catechism of Fire: Each time this model's unit is selected to shoot, you can select one enemy unit within 12" of and visible to this model. Until the end of the phase, ranged weapons equipped by models in this model's unit have the [DEVASTATING WOUNDS] ability when targeting that enemy unit.

UNIT COMPOSITION

- 1 Chaplain on Bike

This model is equipped with: absolver bolt pistol; twin bolt rifle; crozius arcanum.

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, CHAPLAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES



CHAPLAIN WITH JUMP PACK

M	T	SV	W	LD	OC	
12"	4	3+	4	5+	1	
		4+	INVULNERABLE SAVE			



Ever are the roared litanies of the Chaplains needed all over the battlefield, to stir the hearts of battle-brothers and drive fear into the enemy. With a jump pack a Chaplain can thunder to wherever he is most needed, or spearhead furious assaults into the enemy's positions himself.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
▶ Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crozius arcanum	Melee	5	2+	6	-1	2
Power fist	Melee	4	2+	8	-2	2

WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
 - 1 boltgun
 - 1 combi-weapon
 - 1 grav-pistol
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter
 - 1 power fist

LEADER

This model can be attached to the following units: **ASSAULT INTERCESSORS WITH JUMP PACKS**, **VANGUARD VETERAN SQUAD WITH JUMP PACKS**

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, IMPERIUM, CHAPLAIN

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Oath of Moment**

Litany of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Exhortation of Rage: Each time this model's unit is selected to fight, you can select one enemy unit within Engagement Range of this model's unit and roll one D6: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

UNIT COMPOSITION

■ **1 Chaplain with Jump Pack**

This model is equipped with: bolt pistol; crozius arcanum.



FACTION KEYWORDS:
ADEPTUS ASTARTES

TECHMARINE

M	T	SV	W	LD	OC
6"	4	2+	4	6+	1



Techmarines stride selflessly through oncoming fire to soothe the machine spirits of wounded war engines, deftly peeling back damaged armour plates to repair burnt-out cabling and bending warped panels back into shape with their servo-arms and mechadendrites.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Forge bolter	24"	3	2+	5	-1	2
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	2+	4	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Omnissian power axe	Melee	4	3+	6	-2	2
Servo-arm [EXTRA ATTACKS]	Melee	1	3+	8	-2	3

LEADER

This model can be attached to the following units: **ASSAULT INTERCESSOR SQUAD, DESOLATION SQUAD, DEVASTATOR SQUAD, INTERCESSOR SQUAD, TACTICAL SQUAD**

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Techmarine: While this model is within 3" of one or more friendly **ADEPTUS ASTARTES VEHICLE** units, this model has the Lone Operative ability.

Blessing of the Omnissiah: In your Command phase, you can select one friendly **ADEPTUS ASTARTES VEHICLE** model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that **VEHICLE** model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

Vengeance of the Omnissiah: If a friendly **ADEPTUS ASTARTES VEHICLE** model is destroyed within 12" of this model, until the end of the battle, this model's Omnissian power axe has an Attacks characteristic of 7.

UNIT COMPOSITION

- 1 Techmarine

This model is equipped with: forge bolter; grav-pistol; Omnissian power axe; servo-arm.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, TECHMARINE



FACTION KEYWORDS:
ADEPTUS ASTARTES

APOTHECARY

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



In addition to battlefield surgery, it is the Apothecary's duty to recover the gene-seed of the fallen, and thus preserve the Chapter for later generations. For this task the Apothecary is equipped to bring peace to those too wounded to save, and efficiently extract their precious progenoid glands.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Absolvor bolt pistol [PISTOL]	18"	1	3+	5	-1	2
Reductor pistol [PISTOL]	3"	1	3+	4	-4	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

LEADER

This model can be attached to the following units: **ASSAULT INTERCESSOR SQUAD**, **DESOLATION SQUAD**, **DEVASTATOR SQUAD**, **HELLBLASTER SQUAD**, **INFERNUS SQUAD**, **INTERCESSOR SQUAD**, **STERNGUARD VETERAN SQUAD**, **TACTICAL SQUAD**

You can attach this model to one of the above units even if one CAPTAIN, CHAPTER MASTER or LIEUTENANT model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Nartheicum: While this model is leading a unit, in your Command phase, you can return 1 destroyed model [excluding CHARACTER models] to that unit.

Gene-seed Recovery: When this model's Bodyguard unit is destroyed, roll one D6: on a 2+, you gain 1CP.

UNIT COMPOSITION

▪ 1 Apothecary

This model is equipped with: absolvor bolt pistol; reductor pistol; close combat weapon.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, APOTHECARY



FACTION KEYWORDS:
ADEPTUS ASTARTES

APOTHECARY BIOLOGIS

M	T	SV	W	LD	DC
5"	6	3+	5	6+	3



Clad in Gravis armour, the Apothecary Biologis can advance through storms of enemy fire, vivispectrum at the ready to take bio-material samples for later analysis, whether that be xenos flesh, viral weapons casings or esoteric gene-tech.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Absolver bolt pistol [PISTOL]	18"	1	3+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

LEADER

This model can be attached to the following units: **AGGRESSOR SQUAD, ERADICATOR SQUAD, HEAVY INTERCESSOR SQUAD**

You can attach this model to one of the above units even if one **CAPTAIN** or **CHAPTER MASTER** model has already been attached to it. If you do, and that **Bodyguard** unit is destroyed, the **Leader** units attached to it become separate units, with their original Starting Strengths.

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Surgical Precision: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Vivispectrum: If this model's unit destroys an enemy unit as the result of a melee attack, until the end of the battle, this model has an Objective Control characteristic of 9.

UNIT COMPOSITION

▪ **1 Apothecary Biologis**

This model is equipped with: **absolver bolt pistol; close combat weapon.**

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

ANCIENT

M	T	SV	W	LD	DC
6"	4	3+	4	6+	1



Ancients bear the Chapter's precious standards. These glorious relics have been present in some of the Chapter's most notable battles, their finely worked designs commemorating countless campaigns and heroic deeds. They are symbols of selfless commitment and the unbreakable loyalty of brothers.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	2+	4	0	1
Power weapon	Melee	5	2+	5	-2	1

WARGEAR OPTIONS

▪ This model's bolt rifle and close combat weapon can be replaced with 1 power weapon.

LEADER

This model can be attached to the following units: **ASSAULT INTERCESSOR SQUAD, DESOLATION SQUAD, DEVASTATOR SQUAD, HELLBLASTER SQUAD, INFERNUS SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, TACTICAL SQUAD**

You can attach this model to one of the above units even if one **CAPTAIN, CHAPTER MASTER** or **LIEUTENANT** model has already been attached to it. If you do, and that **Bodyguard** unit is destroyed, the **Leader** units attached to it become separate units, with their original Starting Strengths.

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Astartes Banner: While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Unbreakable Duty: While this model is within range of an objective marker and/or within 6" of the centre of the battlefield, this model has the **Feel No Pain 4+** ability.

UNIT COMPOSITION

▪ **1 Ancient**

This model is equipped with: **bolt pistol; bolt rifle; close combat weapon.**

KEYWORDS: **INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, ANCIENT**



FACTION KEYWORDS:
ADEPTUS ASTARTES

ANCIENT IN TERMINATOR ARMOUR

M	T	SV	W	LD	OC
5"	5	2+	5	6+	1
4+ INVULNERABLE SAVE					



Carrying the Space Marines' sacred banners is a most vital task. Symbols of the Chapter's might, Space Marines will gladly die to preserve them. This makes Ancients frequent targets. Clad in Terminator armour, they are near impervious to enemy fire, ensuring the standard always flies proud.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	4	3+	8	-2	2
Close combat weapon	Melee	5	2+	4	0	1
Power fist	Melee	4	2+	8	-2	2
Power weapon	Melee	5	2+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	4	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	6	2+	5	-2	1

WARGEAR OPTIONS

- This model's power fist can be replaced with one of the following:
 - 1 chainfist
 - 1 close combat weapon
 - 1 power weapon
 - 1 thunder hammer
- This model's storm bolter and power fist can be replaced with one of the following:
 - 1 twin lightning claws
 - 1 thunder hammer and 1 Terminator storm shield

LEADER

This model can be attached to the following units: **TERMINATOR SQUAD**, **TERMINATOR ASSAULT SQUAD**
 You can attach this model to one of the above units even if one **CAPTAIN**, **CHAPTER MASTER** or **LIEUTENANT** model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, ANCIENT

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Astartes Banner: While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Keep the Banner High! While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength.

WARGEAR ABILITIES

Terminator Storm Shield: The bearer has a Wounds characteristic of 6.

UNIT COMPOSITION

- 1 Ancient in Terminator Armour

This model is equipped with: storm bolter; power fist.



FACTION KEYWORDS:
ADEPTUS ASTARTES

'The warrior who acts out of honour cannot fail. His duty is honour itself. Even his death – if it is honourable – is a reward and can be no failure, for it has come through duty. Seek honour as you act, therefore, and you will know no fear.'

- Roboute Guilliman, Primarch of the Ultramarines



BLADEGUARD ANCIENT

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1
4+ INVULNERABLE SAVE					



Bladeguard Ancients bear the honour of carrying their Chapter's precious standards into battle. The most revered of these incorporate the remains of fallen heroes of the Chapter; in their presence, battle-brothers are inspired to emulate the legendary deeds of these paragons of old.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	2+	4	0	1

LEADER

This model can be attached to the following unit: **BLADEGUARD VETERAN SQUAD**

You can attach this model to the above unit even if one **CAPTAIN**, **CHAPTER MASTER** or **LIEUTENANT** model has already been attached to it. If you do, and that **Bodyguard** unit is destroyed, the **Leader** units attached to it become separate units, with their original Starting Strengths.

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Astartes Banner: While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Deeds of Heroism: Once per battle, when this model's unit is selected to fight, this model can use this ability. If it does, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by models in this model's unit.

UNIT COMPOSITION

▪ 1 Bladeguard Ancient

This model is equipped with: heavy bolt pistol; close combat weapon.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, ANCIENT, BLADEGUARD ANCIENT



FACTION KEYWORDS: ADEPTUS ASTARTES

JUDICIAR

M	T	SV	W	LD	OC
6"	4	3+	4	5+	1
4+ INVULNERABLE SAVE					
<i>Against melee attacks only</i>					



Sworn to silence, Judiciars do not preach aloud, but instead their deeds are a litany of fury. Wielding an archeotech stasis relic known as a tempormortis in one hand and an immense blade in the other, they must prove their worth in battle to join the Chaplaincy proper, doing so through acts of devotion and the slaying of enemies.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Absolver bolt pistol [PISTOL]	18"	1	3+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Executioner relic blade [DEVASTATING WOUNDS, PRECISION]	Melee	5	2+	7	-2	2

LEADER

This model can be attached to the following units: **ASSAULT INTERCESSOR SQUAD**, **BLADEGUARD VETERAN SQUAD**, **INFERNUS SQUAD**, **INTERCESSOR SQUAD**, **STERNGUARD VETERAN SQUAD**, **TACTICAL SQUAD**

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Tempormortis: While this model is leading a unit, that unit has the **Fights First** ability.

Silent Fury: Each time this model destroys an enemy **CHARACTER** model, until the end of the battle, add 1 to the Attacks characteristic of its executioner relic blade.

UNIT COMPOSITION

▪ 1 Judiciar

This model is equipped with: absolver bolt pistol; executioner relic blade.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TACTICUS, JUDICIAR



FACTION KEYWORDS: ADEPTUS ASTARTES

COMPANY HEROES

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



A company's most heroic battle-brothers fight alongside a Chapter's high-ranking officers. These veterans and specialists serve as honour guards and provide vital support to a commander. Company Champions defend their Company's honour with martial excellence, Ancients guard its inspirational banners and Company Veterans lay down hail of fire from relic bolt weapons.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle	24"	2	3+	4	-1	1
Master-crafted bolt rifle [DEVASTATING WOUNDS, RAPID FIRE 1]	24"	2	2+	4	-1	2
Master-crafted heavy bolter [HEAVY, SUSTAINED HITS 2]	36"	3	3+	5	-1	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	4	0	1
Master-crafted power weapon [PRECISION]	Melee	6	2+	5	-2	2

ABILITIES

FACTION: Oath of Moment

Astartes Banner: While this unit contains an Ancient, add 1 to the Objective Control characteristic of models in this unit.

Command Squad: While a CHARACTER model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

UNIT COMPOSITION

- 1 Ancient
- 1 Company Champion
- 2 Company Veterans

The Ancient is equipped with: bolt pistol; bolt rifle; close combat weapon.

The Company Champion is equipped with: bolt pistol; master-crafted power weapon.

One Company Veteran is equipped with: bolt pistol; master-crafted heavy bolter; close combat weapon.

One Company Veteran is equipped with: bolt pistol; master-crafted bolt rifle; close combat weapon.

COMPANY HEROES

You must attach one CAPTAIN or CHAPTER MASTER model to this unit. If this is not possible, this unit does not take part in the battle and counts as having been destroyed.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, COMPANY HEROES



FACTION KEYWORDS:
ADEPTUS ASTARTES



Company Champion

Company Veterans

INTERCESSOR SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2



Intercessor Squads are capable of laying down punishing fire while advancing or holding ground against the enemy. They have access to a range of bolt weaponry suited to varied battlefield assignments, from engaging enemies at long range to cleansing bunker complexes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Astartes grenade launcher – frag [BLAST]	24"	D3	3+	4	0	1
Astartes grenade launcher – krak	24"	1	3+	9	-2	D3
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	5	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2

- ### WARGEAR OPTIONS
- The Intercessor Sergeant's bolt rifle can be replaced with one of the following:
 - 1 Astartes chainsword
 - 1 hand flamer
 - 1 plasma pistol
 - 1 power weapon
 - The Intercessor Sergeant's close combat weapon can be replaced with one of the following:
 - 1 Astartes chainsword
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
 - For every 5 models in this unit, 1 model equipped with a bolt rifle can be equipped with 1 Astartes grenade launcher.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICUS, INTERCESSOR SQUAD

FACTION KEYWORDS: ADEPTUS ASTARTES

ABILITIES

FACTION: Oath of Moment

Objective Secured: If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

UNIT COMPOSITION

- 1 Intercessor Sergeant
 - 4-9 Intercessors
- Every model is equipped with: bolt pistol; bolt rifle; close combat weapon.



Intercessor Sergeant with hand flamer and thunder hammer



Intercessors with bolt rifles



Intercessor Sergeant with power weapon

ASSAULT INTERCESSORS WITH JUMP PACKS

M	T	SV	W	LD	DC
12"	4	3+	2	6+	1



Thanks to their powerful jump packs, these warriors soar over the battlefield, slamming into the foe and cutting them down with point-blank bolt pistol fire and furious chainsword hacks before shooting off to their next target.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Power weapon	Melee	4	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2

WARGEAR OPTIONS

- For every 5 models in this unit, 1 Assault Intercessor with Jump Pack's heavy bolt pistol can be replaced with 1 plasma pistol.
- The Assault Intercessor Sergeant with Jump Pack's Astartes chainsword can be replaced with one of the following:
 - 1 power weapon
 - 1 power fist
- The Assault Intercessor Sergeant with Jump Pack's heavy bolt pistol can be replaced with one of the following:
 - 1 hand flamer
 - 1 plasma pistol

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, JUMP PACK, FLY, IMPERIUM, TACTICUS, ASSAULT INTERCESSORS WITH JUMP PACKS

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Hammer of Wrath: Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in this unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound.

UNIT COMPOSITION

- 1 Assault Intercessor Sergeant with Jump Pack
- 4-9 Assault Intercessors with Jump Packs

Each model is equipped with: heavy bolt pistol; Astartes chainsword.



FACTION KEYWORDS: ADEPTUS ASTARTES



Assault Intercessors with jump packs, heavy bolt pistols and Astartes chainswords

Assault Intercessor Sergeant with jump pack, hand flamer and power fist

ASSAULT INTERCESSOR SQUAD

M	T	SV	W	LD	DC
6"	4	3+	2	6+	2



Assault Intercessors are amongst the most widespread close support units in a Chapter's arsenal. Firing their heavy bolt pistols as they close upon the foe, they charge into the fray, where they make short work of their enemies with brutal swings of their chainswords.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2

WARGEAR OPTIONS

- The Assault Intercessor Sergeant's heavy bolt pistol can be replaced with one of the following:
 - 1 hand flamer
 - 1 plasma pistol
- The Assault Intercessor Sergeant's Astartes chainsword can be replaced with one of the following:
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICUS, ASSAULT INTERCESSOR SQUAD

ABILITIES

FACTION: Oath of Moment

Targeted Intercession: Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.

UNIT COMPOSITION

- 1 Assault Intercessor Sergeant
- 4-9 Assault Intercessors

Every model is equipped with: heavy bolt pistol; Astartes chainsword.

FACTION KEYWORDS: ADEPTUS ASTARTES

HEAVY INTERCESSOR SQUAD

M	T	SV	W	LD	DC
5"	6	3+	3	6+	2



Clad in thick Gravis armour, Heavy Intercessors secure ground and are immovable in the defence. Always ready for any sign of enemy counterattack, they stand firm, laying down valleys of heavy fire that keep all but the most determined or foolhardy enemies at bay.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Heavy bolt rifle [ASSAULT, HEAVY]	30"	2	3+	5	-1	1
Heavy bolter [ASSAULT, HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- For every 5 models in this unit, 1 Heavy Intercessor's heavy bolt rifle can be replaced with 1 heavy bolter.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, GRAVIS, HEAVY INTERCESSOR SQUAD

ABILITIES

FACTION: Oath of Moment

Unyielding in the Face of the Foe: While this unit is within range of an objective marker you control, each time an attack with a Damage characteristic of 1 is allocated to a model in this unit, add 1 to any armour saving throw made against that attack.

UNIT COMPOSITION

- 1 Heavy Intercessor Sergeant
- 4-9 Heavy Intercessors

Every model is equipped with: bolt pistol; heavy bolt rifle; close combat weapon.

FACTION KEYWORDS: ADEPTUS ASTARTES

INCURSOR SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Aggressive light infantry, Incursors specialise in storming enemy defences and destroying essential assets. With a formidable array of auspexes and sensory equipment, they can see their enemies through walls and predict their movements – and with a burst of carbine fire or knife thrusts, cut them down.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Oculus bolt carbine [ASSAULT, IGNORES COVER]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Paired combat blades [SUSTAINED HITS 1]	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- One Incursor can be equipped with 1 haywire mine.

UNIT COMPOSITION

- 1 Incursor Sergeant
- 4-9 Incursors

Every model is equipped with: bolt pistol; oculus bolt carbine; paired combat blades.

ABILITIES

CORE: Scouts 6"

FACTION: Oath of Moment

Multi-spectrum Array: Each time this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly ADEPTUS ASTARTES unit makes an attack that targets that enemy unit, add 1 to the Hit roll.

WARGEAR ABILITIES

Haywire Mine: Once per battle, at the start of any phase, you can select one enemy unit within 3" of the bearer and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds, or 2D3 mortal wounds instead if it is a VEHICLE unit.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, INCURSOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

INFILTRATOR SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Infiltrator Squads are experts in covert operations and are drilled extensively in self-sufficiency and survival skills. Equipped with omni-scramblers that cripple enemy communications, they wreak havoc amongst their foes before cutting them down with hails of accurate bolt fire.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Marksman bolt carbine [HEAVY]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- 1 Infiltrator can be equipped with 1 helix gauntlet.*
- 1 Infiltrator can be equipped with 1 Infiltrator comms array.**

*These options cannot be taken on the same model.

UNIT COMPOSITION

- 1 Infiltrator Sergeant
- 4-9 Infiltrators

Every model is equipped with: bolt pistol; marksman bolt carbine; close combat weapon.

ABILITIES

CORE: Infiltrators

FACTION: Oath of Moment

Omni-scramblers: Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this unit.

WARGEAR ABILITIES

Helix Gauntlet: Models in the bearer's unit have the Feel No Pain 6+ ability.

Infiltrator Comms Array: Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1 CP.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, INFILTRATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES



TACTICAL SQUAD

M	T	SV	W	LD	DC
6"	4	3+	2	6+	2



Tactical Squads have formed the backbone of Space Marine Chapters for ten thousand years. With access to a wide range of weapons, they can purge swathes of enemy infantry, scour battlefields clean of heavily armoured foes or punch burning holes through tanks.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grav-cannon [ANTI-VEHICLE 2+, HEAVY]	24"	3	4+	6	-1	3
Grav-gun [ANTI-VEHICLE 2+]	18"	2	3+	5	-1	2
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	2
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Lascannon [HEAVY]	48"	1	4+	12	-3	D6+1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
▶ Missile launcher – frag [BLAST, HEAVY]	48"	D6	4+	4	0	1
▶ Missile launcher – krak [HEAVY]	48"	1	4+	9	-2	D6
▶ Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6
▶ Plasma cannon – standard [BLAST, HEAVY]	36"	D3	4+	7	-2	1
▶ Plasma cannon – supercharge [BLAST, HAZARDOUS, HEAVY]	36"	D3	4+	8	-3	2
▶ Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
▶ Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2
▶ Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
▶ Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	2	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	4	3+	4	-2	1

WARGEAR OPTIONS

- 1 Tactical Marine's boltgun can be replaced with one of the following:
 - 1 flamer
 - 1 heavy bolter
 - 1 grav-cannon
 - 1 grav-gun
 - 1 lascannon
 - 1 meltagun
 - 1 missile launcher
 - 1 multi-melta
 - 1 plasma cannon
 - 1 plasma gun
- 1 Tactical Marine's boltgun can be replaced with one of the following:
 - 1 flamer
 - 1 grav-gun
 - 1 meltagun
 - 1 plasma gun
- The Tactical Sergeant's bolt pistol and boltgun can be replaced with 1 twin lightning claws, or two different weapons from the following list:*
 - 1 Astartes chainsword
 - 1 bolt pistol
 - 1 boltgun
 - 1 combi-weapon
 - 1 grav-pistol
 - 1 plasma pistol
 - 1 storm bolter
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer

* This model can only be equipped with two ranged weapons if one of them is a Pistol [and it can only have one Pistol].

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

FACTION: **Oath of Moment**

Combat Squads: At the start of the Declare Battle Formations step, before any units have been set up, this unit can be split into two units, each containing five models.

UNIT COMPOSITION

- 1 Tactical Sergeant
- 9 Tactical Marines

Every model is equipped with: bolt pistol; boltgun; close combat weapon.



Meltagun



Plasma gun



Flamer



Grav-gun



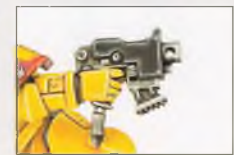
Combi-weapon



Plasma pistol



Missile launcher



Bolt pistol



Power weapon



Astartes chainsword

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICAL SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

SCOUT SQUAD

M	T	SV	W	LD	OC
6"	4	4+	2	6+	1



Space Marine neophytes, Scouts learn their deadly craft in daring missions independent of the main force. Led by seasoned Veteran Sergeants, they infiltrate enemy positions, clear potential drop zones, set ambushes, sabotage supply lines and complete all manner of other objectives to weaken the foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Astartes shotgun [ASSAULT]	18"	2	3+	4	0	1
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Missile launcher – frag [BLAST, HEAVY]	48"	D6	4+	4	0	1
Missile launcher – krak [HEAVY]	48"	1	4+	9	-2	D6
Scout sniper rifle [HEAVY, PRECISION]	36"	1	3+	4	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Combat knife	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- The Scout Sergeant's boltgun can be replaced with 1 Astartes chainsword.
- Any number of models can each have their boltgun replaced with one of the following:
 - 1 Astartes shotgun
 - 1 combat knife
- For every 5 models in this unit, 1 Scout's boltgun can be replaced with 1 Scout sniper rifle.
- For every 5 models in this unit, 1 Scout's boltgun can be replaced with one of the following:
 - 1 heavy bolter
 - 1 missile launcher

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, SCOUT SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: Infiltrators, Scouts 6"

FACTION: Oath of Moment

Guerrilla Tactics: At the end of your opponent's turn, if this unit is more than 6" away from all enemy models, you can remove this unit from the battlefield and place it into Strategic Reserves.

UNIT COMPOSITION

- 1 Scout Sergeant
- 4-9 Scouts

Every model is equipped with: bolt pistol; boltgun; close combat weapon.



Scouts with boltguns



Scouts with boltguns



Scout with Astartes shotgun



Scout with missile launcher



Scout with Astartes shotgun



Scout Sergeant with bolt pistol and Astartes chainsword

BLADEGUARD VETERAN SQUAD

M	T	SV	W	LD	OC
6"	4	3+	3	6+	1
		4+	INVULNERABLE SAVE		



Bladeguard Veterans are inexorable warriors, advancing relentlessly with blades held high – the very image of noble knights of myth. Members of their Chapter's elite 1st Company of Veterans, each of these vastly experienced Space Marines has fought to preserve the Imperium across uncounted worlds.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Neo-voikite pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	5	0	2
▶ Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	4	3+	5	-2	2

WARGEAR OPTIONS

- The Bladeguard Veteran Sergeant's heavy bolt pistol can be replaced with one of the following:
 - 1 neo-voikite pistol
 - 1 plasma pistol

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, BLADEGUARD VETERAN SQUAD



ABILITIES

FACTION: Oath of Moment

Bladeguard: At the start of the Fight phase, you can select one of the following abilities to apply to models in this unit until the end of the phase:

- Swords of the Chapter:** Each time a model in this unit makes a melee attack, re-roll a Hit roll of 1.
- Shields of the Chapter:** Each time an invulnerable saving throw is made for a model in this unit, re-roll a saving throw of 1.

UNIT COMPOSITION

- 1 Bladeguard Veteran Sergeant
- 2-5 Bladeguard Veterans

Every model is equipped with: heavy bolt pistol; master-crafted power weapon.

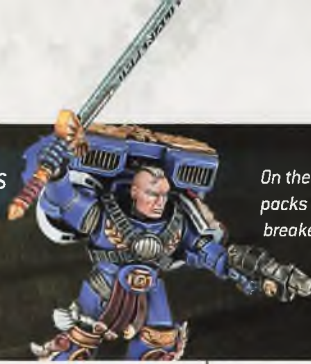


Bladeguard Veterans with heavy bolt pistols and master-crafted power weapons

Bladeguard Veteran Sergeant with neo-voikite pistol and master-crafted power weapon

VANGUARD VETERAN SQUAD WITH JUMP PACKS

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1



On the battlefield, Vanguard Veteran Squads with jump packs are peerless rapid-response troops as well as line breakers. With great plumes of fire extending behind them they can arrive at the perfect time and place to ensure the decisiveness of an assault or utterly break an enemy incursion.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Vanguard Veteran weapon	Melee	4	3+	5	-1	1

WARGEAR OPTIONS

- Any number of models can each have their bolt pistol replaced with one of the following:
 - 1 storm shield
 - 1 grav-pistol
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, JUMP PACK, FLY, IMPERIUM, VANGUARD VETERAN SQUAD, VANGUARD VETERAN SQUAD WITH JUMP PACKS

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Vanguard Assault: Each time this unit ends a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

WARGEAR ABILITIES

Storm Shield: The bearer has a 4+ invulnerable save.

UNIT COMPOSITION

- 1 Vanguard Veteran Sergeant with Jump Pack
- 4-9 Vanguard Veterans with Jump Packs

Every model is equipped with: bolt pistol; Vanguard Veteran weapon.



FACTION KEYWORDS: ADEPTUS ASTARTES



STERNGUARD VETERAN SQUAD

M	T	SV	W	LD	QC
6"	4	3+	2	6+	1



Sternguard Veterans are possessed of an unshakeable calm, and are renowned amongst their brothers for their exemplary marksmanship in the fiercest battles. Proficient in all of the Chapter's ranged weaponry, they can always be found where their pinpoint volleys will best shatter the foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Pyrecannon [IGNORES COVER, TORRENT]	12"	D6+1	N/A	6	-1	1
Sternguard bolt pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	4	0	1
Sternguard bolt rifle [ASSAULT, DEVASTATING WOUNDS, HEAVY, RAPID FIRE 1]	24"	2	3+	4	-1	1
Sternguard heavy bolter [DEVASTATING WOUNDS, HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	6	3+	4	-1	1
Close combat weapon	Melee	4	3+	4	0	1
Power weapon	Melee	5	3+	5	-2	1
Power fist	Melee	4	3+	8	-2	2

ABILITIES

FACTION: Oath of Moment

Sternguard Focus: Each time a model in this unit makes an attack that targets your Oath of Moment target, re-roll a Wound roll of 1.

UNIT COMPOSITION

- 1 Sternguard Veteran Sergeant
- 4-9 Sternguard Veterans

Every model is equipped with: Sternguard bolt pistol; Sternguard bolt rifle; close combat weapon.

WARGEAR OPTIONS

- The Sternguard Veteran Sergeant's Sternguard bolt rifle can be replaced with one of the following:
 - 1 Astartes chainsword
 - 1 combi-weapon
 - 1 power weapon
 - 1 power fist
 - 1 Astartes chainsword and 1 Sternguard bolt rifle*
 - 1 power weapon and 1 Sternguard bolt rifle*
 - 1 power fist and 1 Sternguard bolt rifle*
- Any number of Sternguard Veterans can each have their Sternguard bolt rifle replaced with 1 combi-weapon.
- For every 5 models in this unit, 1 Sternguard Veteran's Sternguard bolt rifle can be replaced with one of the following:
 - 1 pyrecannon
 - 1 Sternguard heavy bolter

** This model's Sternguard bolt rifle cannot be replaced.*

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, STERNGUARD VETERAN SQUAD



FACTION KEYWORDS: ADEPTUS ASTARTES



Sternguard Veteran with Sternguard bolt rifle



Sternguard Veteran Sergeant with combi-weapon



Sternguard Veteran with Sternguard heavy bolter



Sternguard Veteran with Sternguard bolt rifle

INFERNUS SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Infernus Squads purge swathes of the enemy ranks with the incandescent firestorms they unleash from their pyreblasters. They are close-assault specialists, sending jets of burning promethium into enemy trench lines and bunkers, and through dense ruins and concealing vegetation, ensuring no foe escapes their fiery wrath.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Pyreblaster [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

FACTION: Oath of Moment

Incendiary Terror: In your Shooting phase, after this unit has shot, you can select one enemy INFANTRY unit hit by one or more of those attacks made with a pyreblaster. That enemy unit must take a Battle-shock test.

UNIT COMPOSITION

- 1 Infernus Sergeant
- 4-9 Infernus Marines

Every model is equipped with: bolt pistol, pyreblaster, close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, INFERNUS SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

AGGRESSOR SQUAD

M	T	SV	W	LD	OC
5"	6	3+	3	6+	1



Capable of spearheading devastating offensives or shattering the most determined enemy assaults, Aggressors are walking ceramite strongpoints. They excel at close-quarters combat and laying down torrents of devastating fire before crushing their foes beneath their energised fists.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Auto boltstorm gauntlets [TWIN-LINKED]	18"	3	3+	4	0	1
Flamestorm gauntlets [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6+1	N/A	4	0	1
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Twin power fists [TWIN-LINKED]	Melee	3	3+	8	-2	2

WARGEAR OPTIONS

- All models in this unit can each have their flamestorm gauntlets replaced with 1 auto boltstorm gauntlets and 1 fragstorm grenade launcher.

ABILITIES

FACTION: Oath of Moment

Close-quarters Firepower: Each time a model in this unit makes a ranged attack that targets the closest eligible target, improve the Armour Penetration characteristic of that attack by 1.

UNIT COMPOSITION

- 1 Aggressor Sergeant
- 2-5 Aggressors

Every model is equipped with: flamestorm gauntlets; twin power fists.

KEYWORDS: INFANTRY, IMPERIUM, GRAVIS, AGGRESSOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

REIVER SQUAD

M	T	SV	W	LD	DC
6"	4	3+	2	6+	1



Rapid-insertion terror troops, Reiver Squads often deploy using grav-chutes and directional fins to land with pinpoint accuracy. Operating with near-perfect stealth to reach the optimum location to strike from, when ready they unleash their fury, surging forward with augmented guttural roars and blasts of weapons fire.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt carbine [PRECISION]	24"	2	3+	4	0	1
Special issue bolt pistol [PISTOL, PRECISION]	12"	1	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Combat knife [PRECISION]	Melee	4	3+	4	0	1

WARGEAR OPTIONS

- All models in this unit can each have their combat knife replaced with 1 bolt carbine and 1 close combat weapon.
- If the Reiver Sergeant is equipped with 1 bolt carbine, it can be equipped with 1 combat knife.
- All models in this unit can each be equipped with 1 Reiver grav-chute.
- All models in this unit can each be equipped with 1 grapnel launcher.

ABILITIES

CORE: Scouts 6"

FACTION: Oath of Moment

Fearsome Assault: At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.

Terror Troops (Aura): While an enemy unit is within 6" of this unit, each time that unit takes a Battle-shock or Leadership test, subtract 1 from that test.

WARGEAR ABILITIES

Grapple Launcher: Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.

Reiver Grav-chute: The bearer has the Deep Strike ability.

UNIT COMPOSITION

- 1 Reiver Sergeant
- 4-9 Reivers

Every model is equipped with: special issue bolt pistol; combat knife.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, REIVER SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES



Reivers with special issue bolt pistols, combat knives and grapnel launchers

Reiver with special issue bolt pistol, combat knife and Reiver grav-chute

Reiver Sergeant with bolt carbine and combat knife

TERMINATOR ASSAULT SQUAD

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1
		4+	INVULNERABLE SAVE		



Terminator Assault Squads are armed with devastating close-combat weaponry perfect for ferocious assaults and savage boarding actions. They rush to engage the enemy's greatest warriors, shredding the foe with lightning claws or shattering their skulls with thunder hammers.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

WARGEAR OPTIONS

- Any number of models can each have their thunder hammer and storm shield replaced with 1 twin lightning claws.

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Teleport Homer: At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" horizontally of that token and not within 9" horizontally of any enemy models. That token is then removed.

Terminatus Assault: Each time this unit ends a Charge move, each enemy unit within Engagement Range of this unit must take a Battle-shock test.

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 4.

UNIT COMPOSITION

- 1 Assault Terminator Sergeant
- 4-9 Assault Terminators

Every model is equipped with: thunder hammer; storm shield.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, TERMINATOR ASSAULT SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES



TERMINATOR SQUAD

M T SV W LD DC

5" 5 2+ 3 6+ 1

4+ INVULNERABLE SAVE



Terminator armour is a marvel of technology that enables its wearer to survive almost anything, from the stresses of teleportation to earth-shaking artillery bombardments. So equipped, Terminator Squads can appear in the midst of the foe or stride unstopably across the field towards them, firing their weapons all the while.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
▶ Cyclone missile launcher – frag [BLAST]	36"	2D6	3+	4	0	1
▶ Cyclone missile launcher – krak	36"	2	3+	9	-2	D6
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1

WARGEAR OPTIONS

- For every 5 models in this unit, 1 Terminator's storm bolter can be replaced with one of the following:
 - 1 assault cannon
 - 1 heavy flamer
 - 1 cyclone missile launcher and 1 storm bolter*
- Any number of models can each have their power fist replaced with 1 chainfist.
- The Terminator Sergeant's power fist can be replaced with 1 power weapon.

* This model's storm bolter cannot be replaced.

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, TERMINATOR SQUAD



ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Teleport Homer: At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" of that token and not within 9" of any enemy models. That token is then removed.

Fury of the First: Each time a model in this unit makes an attack that targets your Oath of Moment target, add 1 to the Hit roll.

UNIT COMPOSITION

- 1 Terminator Sergeant
- 4-9 Terminators

Every model is equipped with: storm bolter; power fist.

FACTION KEYWORDS:
ADEPTUS ASTARTES



CENTURION ASSAULT SQUAD

M	T	SV	W	LD	OC
4"	7	2+	4	6+	2



There are few technologies better adapted for siege warfare than the Centurion Warsuit. Wading into thunderous storms of enemy fire, Centurion Assault Squads use their roaring siege drills to crack open armoured bunkers and tear apart tanks.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Centurion bolters [RAPID FIRE 3, TWIN-LINKED]	24"	3	3+	4	0	1
Twin flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	4	0	1
Twin meltagun [MELTA 2, TWIN-LINKED]	12"	1	3+	9	-4	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Siege drills [TWIN-LINKED]	Melee	3	3+	10	-2	3

WARGEAR OPTIONS

- Any number of models can each have their twin flamer replaced with 1 twin meltagun.
- Any number of models can each have their Centurion bolters replaced with 1 Centurion assault launcher.

ABILITIES

FACTION: Oath of Moment

Annihilator Protocols: Melee weapons equipped by models in this unit have the [SUSTAINED HITS 2] ability when targeting **MONSTER, VEHICLE** or **FORTIFICATION** units.

WARGEAR ABILITIES

Centurion Assault Launcher: The bearer has the **GRENADES** keyword.

UNIT COMPOSITION

- 1 Assault Centurion Sergeant
- 2-5 Assault Centurions

Every model is equipped with: twin flamer; siege drills; Centurion bolters.

KEYWORDS: INFANTRY, IMPERIUM, CENTURION, CENTURION ASSAULT SQUAD

FACTION KEYWORDS:
ADEPTUS ASTARTES

CENTURION DEVASTATOR SQUAD

M	T	SV	W	LD	OC
4"	7	2+	4	6+	2



Centurion Devastator Squads dominate the field of battle, their presence dictating the flow of action. They frequently operate with Stormraven Gunships, which transport the Space Marines inside their bulky warsuits to the next position, where they function as an armoured firebase to clear enemy-held positions of all opposition.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Centurion bolters [RAPID FIRE 3, TWIN-LINKED]	24"	3	3+	4	0	1
Centurion missile launcher [BLAST]	36"	D3	3+	9	-2	D3
Grav-cannon [ANTI-VEHICLE 2+]	24"	3	3+	6	-1	3
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Centurion fists	Melee	3	4+	5	-1	2

WARGEAR OPTIONS

- Any number of models can each have their Centurion bolters replaced with 1 Centurion missile launcher.
- Any number of models can each have their grav-cannon replaced with one of the following:
 - 1 twin heavy bolter
 - 1 twin lascannon

ABILITIES

FACTION: Oath of Moment

Decimator Protocols: Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Hit roll instead.

UNIT COMPOSITION

- 1 Devastator Centurion Sergeant
- 2-5 Devastator Centurions

Every model is equipped with: grav-cannon; Centurion bolters; Centurion fists.

KEYWORDS: INFANTRY, IMPERIUM, CENTURION, CENTURION DEVASTATOR SQUAD

FACTION KEYWORDS:
ADEPTUS ASTARTES

INVICTOR TACTICAL WARSUIT

M	T	SV	W	LD	OC
8"	8	3+	12	6+	4



Outfitted with silent reactors and servos, the Invictor Tactical Warsuit is a combat walker ideally suited to support Vanguard operations and function independently from a main Space Marine strike force. In battle they are piloted by hand-picked warriors dedicated to defending their battle-brothers.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Incendium cannon [IGNORES COVER, TORRENT]	12"	D6+3	N/A	6	-1	1
Twin ironhail autocannon [TWIN-LINKED]	48"	3	3+	9	-1	3
Twin ironhail heavy stubber [RAPID FIRE 3, TWIN-LINKED]	36"	3	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Invictor fist	Melee	5	3+	14	-2	3

WARGEAR OPTIONS

- This model's incendium cannon can be replaced with 1 twin ironhail autocannon.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, PHOBOS, INVICTOR TACTICAL WARSUIT

ABILITIES

CORE: Deadly Demise D3, Scouts 8"

FACTION: Oath of Moment

Vanguard Support: Once per turn, in your opponent's Shooting phase, when a friendly ADEPTUS ASTARTES PHOBOS INFANTRY unit within 6" of this model is selected as the target of an attack, one model from your army with this ability can use it. If it does, after that enemy unit has finished making its attacks, that model can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

UNIT COMPOSITION

- 1 Invictor Tactical Warsuit

This model is equipped with: fragstorm grenade launcher; heavy bolter; incendium cannon; twin ironhail heavy stubber; Invictor fist.

FACTION KEYWORDS: ADEPTUS ASTARTES

BRUTALIS DREADNOUGHT

M	T	SV	W	LD	OC
8"	10	2+	12	6+	4



The Brutalis Dreadnought is a line breaker and a terror weapon. As it storms towards the enemy lines it lays down a hail of anti-personnel fire. Yet the greatest threat lies in its massive ceramite-sheathed fists or talons, which can crush an armoured warrior like spoiled fruit or punch through a bunker wall like parchment.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Brutalis bolt rifles [TWIN-LINKED]	24"	4	3+	4	-1	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin Icarus ironhail heavy stubber [ANTI-FLY 4+, RAPID FIRE 3, TWIN-LINKED]	36"	3	3+	4	0	1
Twin multi-melta [MELTA 2, TWIN-LINKED]	18"	2	3+	9	-4	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Brutalis fists [TWIN-LINKED]	Melee	6	3+	12	-2	3
Brutalis talons – strike [TWIN-LINKED]	Melee	6	3+	12	-2	3
Brutalis talons – sweep [TWIN-LINKED]	Melee	10	3+	7	-2	1

WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with 1 twin multi-melta.
- This model's Brutalis fists and Brutalis bolt rifles can be replaced with 1 Brutalis talons.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT, BRUTALIS DREADNOUGHT

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Brutalis Charge: Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Brutalis Dreadnought

This model is equipped with: twin Icarus ironhail heavy stubber; twin heavy bolter; Brutalis bolt rifles; Brutalis fists.

FACTION KEYWORDS: ADEPTUS ASTARTES

DREADNOUGHT

M	T	SV	W	LD	DC
6"	9	2+	8	6+	3



Dreadnoughts are bipedal combat walkers piloted by centuries-old fallen heroes of the Chapter, kept alive by esoteric technologies in an ancient sarcophagus at the Dreadnought's heart. Equipped with devastating heavy weapons, they can annihilate the enemy from afar or crush them to paste in brutal melee.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy plasma cannon – standard [BLAST]	36"	D3	3+	7	-2	2
Heavy plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	3
Missile launcher – frag [BLAST]	48"	D6	3+	4	0	1
Missile launcher – krak	48"	1	3+	9	-2	D6
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	6	0	1
Dreadnought combat weapon	Melee	5	3+	12	-2	3

WARGEAR OPTIONS

- This model's assault cannon can be replaced with one of the following:
 - 1 heavy plasma cannon
 - 1 multi-melta
 - 1 twin lascannon
- This model's Dreadnought combat weapon and storm bolter can be replaced with one of the following:
 - 1 missile launcher and 1 close combat weapon
 - 1 heavy flamer and 1 Dreadnought combat weapon

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, SMOKE, IMPERIUM, DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: Deadly Demise 1

FACTION: Oath of Moment

Wisdom of the Ancients (Aura): While a friendly ADEPTUS ASTARTES INFANTRY unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

UNIT COMPOSITION

1 Dreadnought

This model is equipped with: assault cannon; storm bolter; Dreadnought combat weapon.



REDEMPTOR DREADNOUGHT

M T SV W LD DC
 8" 10 2+ 12 6+ 4



Redemptor Dreadnoughts are some of the largest of their kind ever fielded by the Adeptus Astartes. Armed to the teeth, they can be equipped to utterly destroy almost any kind of battlefield target with hails of solid shot or super-heated plasma.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy onslaught gatling cannon [DEVASTATING WOUNDS]	24"	12	3+	6	0	1
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Macro plasma incinerator – standard [BLAST]	36"	D6+1	3+	8	-3	2
Macro plasma incinerator – supercharge [BLAST, HAZARDOUS]	36"	D6+1	3+	9	-4	3
Onslaught gatling cannon [DEVASTATING WOUNDS]	24"	8	3+	5	0	1
Twin fragstorm grenade launcher [BLAST, TWIN-LINKED]	18"	D6	3+	4	0	1
Twin storm bolter [RAPID FIRE 2, TWIN-LINKED]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Redemptor fist	Melee	5	3+	12	-2	3

WARGEAR OPTIONS

- This model can be equipped with 1 Icarus rocket pod.
- This model's heavy flamer can be replaced with 1 onslaught gatling cannon.
- This model's heavy onslaught gatling cannon can be replaced with 1 macro plasma incinerator.
- This model's twin fragstorm grenade launcher can be replaced with 1 twin storm bolter.

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT, REDEMPTOR DREADNOUGHT

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Duty Eternal: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Redemptor Dreadnought

This model is equipped with: twin fragstorm grenade launcher; heavy flamer; heavy onslaught gatling cannon; Redemptor fist.

FACTION KEYWORDS: ADEPTUS ASTARTES



BALLISTUS DREADNOUGHT

M 8" T 10 SV 2+ W 12 LD 6+ DC 4



Ballistus Dreadnoughts are walking gun emplacements. Within a shielded sarcophagus at these combat walkers' core lies the mortal remains of a fallen Chapter hero. Through webs of neural links, they pilot the war engine, targeting enemy armour or elite infantry with banks of devastating heavy weapons.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Ballistus missile launcher – frag [BLAST]	48"	2D6	3+	5	0	1
Ballistus missile launcher – krak	48"	2	3+	10	-2	D6
Ballistus lascannon	48"	2	3+	12	-3	D6+1
Twin storm bolter [RAPID FIRE 2, TWIN-LINKED]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured feet	Melee	5	3+	?	0	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT, BALLISTUS DREADNOUGHT



ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Ballistus Strike: Each time this model makes a ranged attack that targets a unit that is not Below Half-strength, you can re-roll the Hit roll.

UNIT COMPOSITION

- 1 Ballistus Dreadnought

This model is equipped with: Ballistus missile launcher; Ballistus lascannon; twin storm bolter; armoured feet.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS: ADEPTUS ASTARTES

SUPPRESSOR SQUAD

M 12" T 4 SV 3+ W 2 LD 6+ DC 1



Girded in armour that can tolerate the vicious recoil of their weapons and the terrible stresses of grav-drops, Suppressors rapidly take up key positions on the battlefield. From there, they unleash deluges of armour-piercing rounds that decimate enemy infantry and force the survivors to dive for cover.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Accelerator autocannon [HEAVY]	48"	3	4+	8	-1	2
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

KEYWORDS: INFANTRY, GRENADES, SMOKE, JUMP PACK, FLY, IMPERIUM, SUPPRESSOR SQUAD



ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Suppression Fire: In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks made with an accelerator autocannon. Until the start of your next turn, while this unit is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Suppressor Sergeant
- 2 Suppressors

Every model is equipped with: accelerator autocannon; bolt pistol; close combat weapon.

FACTION KEYWORDS: ADEPTUS ASTARTES

OUTRIDER SQUAD

M	T	SV	W	LD	DC	
12"	5	3+	4	6+	2	OUTRIDER
12"	5	3+	8	6+	2	INVADER ATV



Outrider Squads advance ahead of the main Space Marine lines, guard flanks of larger formations and hunt down enemy infiltrators. When battle is joined, they conduct lightning-fast hit-and-run attacks on defended positions, and run down those who would try to escape the vengeance of the Chapter.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Onslaught gatling cannon [DEVASTATING WOUNDS]	24"	8	3+	5	0	1
Twin bolt rifle [TWIN-LINKED]	24"	2	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	5	3+	4	0	1

WARGEAR OPTIONS

- An Invader ATV's onslaught gatling cannon can be replaced with 1 multi-melta.

ABILITIES

FACTION: Oath of Moment

Turbo-boost: Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

UNIT COMPOSITION

- 1 Outrider Sergeant
- 2-5 Outriders
- 0-1 Invader ATV

The Outrider Sergeant and every Outrider is equipped with: heavy bolt pistol; twin bolt rifle; Astartes chainsword.

An Invader ATV is equipped with: bolt pistol; twin bolt rifle; onslaught gatling cannon; close combat weapon.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, OUTRIDER SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

INVADER ATV

M	T	SV	W	LD	DC
12"	5	3+	8	6+	2



The Invader is a highly flexible all-terrain vehicle, perfectly adapted to an aggressive reconnaissance role. Outfitted with either a multi-melta or onslaught gatling cannon, it can rapidly deliver punishing fire against vulnerable parts of the enemy line, or swiftly engage and destroy scouting elements of opposing forces.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Onslaught gatling cannon [DEVASTATING WOUNDS]	24"	8	3+	5	0	1
Twin bolt rifle [TWIN-LINKED]	24"	2	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	4	0	1

WARGEAR OPTIONS

- This model's onslaught gatling cannon can be replaced with 1 multi-melta.

ABILITIES

FACTION: Oath of Moment

Outrider Escort: Once per turn, in your opponent's Shooting phase, when another friendly ADEPTUS ASTARTES MOUNTED unit within 6" of this model is selected as the target of an attack, one model from your army with this ability can use it. If it does, after that enemy unit has finished making its attacks, that model can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

UNIT COMPOSITION

- 1 Invader ATV

This model is equipped with: bolt pistol; twin bolt rifle; onslaught gatling cannon; close combat weapon.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, INVADER ATV



FACTION KEYWORDS:
ADEPTUS ASTARTES

INCEPTOR SQUAD

M	T	SV	W	LD	OC
10"	6	3+	3	6+	1



Equipped with heavy jump packs, Inceptor Squads are superb spearhead troops that deliver overwhelming blows to the enemy. Plummeling to the surface from the very edge of a world's atmosphere, they strike with devastating force, unleashing a hurricane of fire that turns whole squads of enemy infantry to bloody mist.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault bolters [ASSAULT, PISTOL, SUSTAINED HITS 2, TWIN-LINKED]	18"	3	3+	5	-1	2
Plasma exterminators – standard [ASSAULT, PISTOL, TWIN-LINKED]	18"	2	3+	7	-2	2
Plasma exterminators – supercharge [ASSAULT, PISTOL, HAZARDOUS, TWIN-LINKED]	18"	2	3+	8	-3	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- All models in this unit can each have their assault bolters replaced with 1 plasma exterminators.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, JUMP PACK, FLY, IMPERIUM, GRAVIS, INCEPTOR SQUAD

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Meteoric Descent: When this unit is set up on the battlefield using the Deep Strike ability, it can perform a meteoric descent. If it does, this unit can be set up anywhere on the battlefield that is more than 3" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

UNIT COMPOSITION

- 1 Inceptor Sergeant
- 2-5 Inceptors

Every model is equipped with: assault bolters; close combat weapon.

FACTION KEYWORDS:
ADEPTUS ASTARTES

STORM SPEEDER HAILSTRIKE

M	T	SV	W	LD	OC
14"	9	3+	11	6+	3



The Hailstrike is so heavily armed that it can annihilate entire swathes of infantry in fusillades of blistering projectiles. Speeding over the battlefield, its specialised loadout shatters charging formations and shreds barricades and defences.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Onslaught gatling cannon [DEVASTATING WOUNDS]	24"	8	3+	5	0	1
Twin ironhail heavy stubber [RAPID FIRE 3, TWIN-LINKED]	36"	3	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

CORE: Deadly Demise D3, Deep Strike

FACTION: Oath of Moment

Hailstrike: Each time this model has shot, select one enemy unit (excluding MONSTERS and VEHICLES) hit by one or more of those attacks. Until the end of the phase, each time a friendly ADEPTUS ASTARTES unit makes a ranged attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per phase.

UNIT COMPOSITION

- 1 Storm Speeder Hailstrike

This model is equipped with: 2 fragstorm grenade launchers; onslaught gatling cannon; twin ironhail heavy stubber; close combat weapon.

KEYWORDS: VEHICLE, FLY, IMPERIUM, STORM SPEEDER HAILSTRIKE

FACTION KEYWORDS:
ADEPTUS ASTARTES

STORM SPEEDER THUNDERSTRIKE

M 14" T 9 SV 3+ W 11 LD 6+ DC 3



Thunderstrikes outmanoeuvre the foe at every turn, targeting vulnerable points in armour, fuel stores and missile hoppers to turn tanks into raging fireballs. Just a single Thunderstrike is capable of destroying armoured breakthrough attempts, and when one is on the battlefield, few enemies are safe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Stormfury missiles	48"	1	2+	12	-3	D6+1
Thunderstrike las-talon	36"	2	2+	9	-3	D6+1
Twin Icarus rocket pod [ANTI-FLY 2+, TWIN-LINKED]	24"	D3	3+	8	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

CORE: Deadly Demise D3, Deep Strike

FACTION: Oath of Moment

Thunderstrike: Each time this model has shot, select one enemy **MONSTER** or **VEHICLE** unit hit by one or more of those attacks. Until the end of the phase, each time a friendly **ADEPTUS ASTARTES** unit makes a ranged attack that targets that enemy unit, add 1 to the Wound roll.

UNIT COMPOSITION

- 1 Storm Speeder Thunderstrike

This model is equipped with: stormfury missiles; Thunderstrike las-talon; twin Icarus rocket pod; close combat weapon.

KEYWORDS: VEHICLE, FLY, IMPERIUM, STORM SPEEDER THUNDERSTRIKE



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORM SPEEDER HAMMERSTRIKE

M 14" T 9 SV 3+ W 11 LD 6+ DC 3



The Hammerstrike excels at rooting out enemies from trench and bunker networks. Sweeping low over the battlefield, it employs searing melta blasts and volleys of rockets to crack the foe's defence lines wide open.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hammerstrike missile launcher	36"	2	3+	9	-3	D6
Krakstorm grenade launcher	18"	1	3+	9	-1	D3
Melta destroyer [MELTA 2]	18"	3	3+	9	-4	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

CORE: Deadly Demise D3, Deep Strike

FACTION: Oath of Moment

Hammerstrike: Each time this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

UNIT COMPOSITION

- 1 Storm Speeder Hammerstrike

This model is equipped with: Hammerstrike missile launcher; 2 krakstorm grenade launchers; melta destroyer; close combat weapon.

KEYWORDS: VEHICLE, FLY, IMPERIUM, STORM SPEEDER HAMMERSTRIKE



FACTION KEYWORDS:
ADEPTUS ASTARTES

HELLBLASTER SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Few foes can survive the incandescent fury of a Hellblaster Squad. Whether they be Tyranid Hive Tyrant, Ork Warboss or Heretic Astartes battle tank, all are reduced to ash and slag by searing, well-aimed plasma fire pouring from the Hellblasters' ferocious weapons.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Plasma incinerator – standard [ASSAULT, HEAVY]	24"	2	3+	7	-2	1
Plasma incinerator – supercharge [ASSAULT, HAZARDOUS, HEAVY]	24"	2	3+	8	-3	2
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- The Hellblaster Sergeant's bolt pistol can be replaced with 1 plasma pistol.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, HELLBLASTER SQUAD

ABILITIES

FACTION: Oath of Moment

For the Chapter! Each time a model in this unit is destroyed, roll one D6: on a 3+, do not remove it from play. The destroyed model can shoot after the attacking model's unit has finished making its attacks, and is then removed from play. When resolving these attacks, any Hazardous tests taken for that attack are automatically passed.

Designer's Note: This ability is triggered even when a model in this unit is destroyed as the result of failing a Hazardous test, meaning such a model may be able to shoot twice in the same phase.

UNIT COMPOSITION

- 1 Hellblaster Sergeant
- 4-9 Hellblasters

Every model is equipped with: bolt pistol; plasma incinerator; close combat weapon.

FACTION KEYWORDS:
ADEPTUS ASTARTES

ELIMINATOR SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Eliminator Squads are peerless assassins, deadly marksmen who haunt the shadows of the battlefield unseen by the enemy. For hours they will lie in wait to take the perfect shot, their sophisticated scopes feeding them essential data to ensure they never fail to make the kill.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt sniper rifle [HEAVY, PRECISION]	36"	1	3+	5	-2	3
Instigator bolt carbine [PRECISION]	24"	1	3+	4	-2	2
Las fusil [HEAVY]	36"	1	3+	9	-3	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- The Eliminator Sergeant's bolt sniper rifle can be replaced with one of the following:
 - 1 instigator bolt carbine
 - 1 las fusil
- All Eliminators in this unit can each have their bolt sniper rifle replaced with 1 las fusil.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, PHOBOS, ELIMINATOR SQUAD

ABILITIES

CORE: Infiltrators, Stealth

FACTION: Oath of Moment

Reposition Under Covering Fire: In your Shooting phase, after this unit has shot, if it contains an Eliminator Sergeant equipped with an instigator bolt carbine, this unit can make a Normal move. If it does, until the end of the turn, this unit is not eligible to declare a charge.

Mark the Target: Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

UNIT COMPOSITION

- 1 Eliminator Sergeant
- 2 Eliminators

Every model is equipped with: bolt pistol; bolt sniper rifle; close combat weapon.

FACTION KEYWORDS:
ADEPTUS ASTARTES

ERADICATOR SQUAD

M	T	SV	W	LD	OC
5"	6	3+	3	6+	1



Before the molten ire of an Eradicator Squad, heavy armour and defended positions stand little chance. Eradicators wear the heavier Gravis-pattern of Mk X power armour, allowing them to stride unharmed through waves of incoming fire before bringing their own destructive weaponry to bear at close range.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Melta rifle [HEAVY, MELTA 2]	18"	1	3+	9	-4	D6
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- For every 3 models in this unit, 1 Eradicator's melta rifle can be replaced with 1 multi-melta.

ABILITIES

FACTION: Oath of Moment

Total Obliteration: Each time a ranged attack made by a model in this unit targets a **MONSTER** or **VEHICLE** model, you can re-roll the Hit roll, you can re-roll the Wound roll and you can re-roll the Damage roll.

UNIT COMPOSITION

- 1 Eradicator Sergeant
- 2-5 Eradicators

Every model is equipped with: bolt pistol; melta rifle; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, GRAVIS, ERADICATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

DESOLATION SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Desolation Marines specialise in unleashing widespread devastation throughout the enemy ranks. Whether direct-firing warheads into massed infantry or enemy armour, or raining salvos down upon the enemy with their castellan launchers, these warriors reap a grievous toll amongst the foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Castellan launcher [BLAST, INDIRECT FIRE]	36"	D3	3+	4	0	1
Superfrag rocket launcher [BLAST, HEAVY]	48"	D6+1	4+	5	0	1
Superkrak rocket launcher [HEAVY]	48"	1	4+	10	-2	D6+1
Vengor launcher [BLAST, INDIRECT FIRE]	48"	D6	2+	7	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- All of the models in this unit can each have their superfrag rocket launcher replaced with 1 superkrak rocket launcher.
- The Desolation Sergeant's superfrag rocket launcher or superkrak rocket launcher can be replaced with 1 vengor launcher.

ABILITIES

FACTION: Oath of Moment

Targeter Optics: Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [IGNORES COVER] ability and can ignore the penalty to their Hit rolls when making attacks with Indirect Fire weapons against targets that are not visible to them.

UNIT COMPOSITION

- 1 Desolation Sergeant
- 4-9 Desolation Marines

Every model is equipped with: bolt pistol; castellan launcher; superfrag rocket launcher; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, DESOLATION SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

DEVASTATOR SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Devastator Squads pound the enemy at long range with overwhelming heavy weapons fire, annihilating any caught in the ferocious blasts. Once they have secured the perfect firing position, they hold it firmly, providing their battle-brothers with intense covering fire as they advance.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Grav-cannon [ANTI-VEHICLE 2+, HEAVY]	24"	3	4+	6	-1	3
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	2
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Lascannon [HEAVY]	48"	1	4+	12	-3	D6+1
Missile launcher – frag [BLAST, HEAVY]	48"	D6	4+	4	0	1
Missile launcher – krak [HEAVY]	48"	1	4+	9	-2	D6
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6
Plasma cannon – standard [BLAST, HEAVY]	36"	D3	4+	7	-2	1
Plasma cannon – supercharge [BLAST, HAZARDOUS, HEAVY]	36"	D3	4+	8	-3	2
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	2	4+	8	-2	2

WARGEAR OPTIONS

- Up to 4 Devastator Marines can each have their boltgun replaced with one of the following:
 - 1 grav-cannon
 - 1 heavy bolter
 - 1 lascannon
 - 1 missile launcher
 - 1 multi-melta
 - 1 plasma cannon
- The Devastator Sergeant's bolt pistol and boltgun can be replaced with two different weapons from the following list*:
 - 1 Astartes chainsword
 - 1 bolt pistol
 - 1 boltgun
 - 1 combi-weapon
 - 1 grav-pistol
 - 1 plasma pistol
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer

* This model can only be equipped with two ranged weapons if one of them is a Pistol (and it can only have one Pistol)

ABILITIES

FACTION: Oath of Moment

Signum: Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [IGNORES COVER] ability.

Armorium Cherub: Once per battle, after making a Hit roll for a model in this unit, you can change that roll to an unmodified 6.

Designer's Note: Place an Armorium Cherub token next to the unit, removing it once this ability has been used.

UNIT COMPOSITION

- 1 Devastator Sergeant
- 4-9 Devastator Marines

Every model is equipped with: bolt pistol; boltgun; close combat weapon.



Plasma Cannon



Multi-melta



Lascannon



Heavy Bolter

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, DEVASTATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

FIRESTRIKE SERVO-TURRETS

M	T	SV	W	LD	OC
3"	6	2+	6	6+	2



Primarily a defensive weapon, the Firestrike Servo-turret lays down withering volleys of fire to secure flanks or the Space Marines' base of operations. Mounted on gravitic ventral plates, they can hover across the battlefield to ideal firing positions from which to slaughter attacking enemies.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin Firestrike autocannon (TWIN-LINKED)	48"	3	2+	9	-1	3
Twin Firestrike las-talon (TWIN-LINKED)	36"	2	2+	10	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- Any number of models can each have their twin Firestrike las-talon replaced with 1 twin Firestrike autocannon.

ABILITIES

FACTION: Oath of Moment

Sentinel Protocols: Each time you select this unit for the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 4+ when resolving that Stratagem.

UNIT COMPOSITION

- 1-2 Firestrike Servo-turrets

Every model is equipped with: twin Firestrike las-talon; close combat weapon.

KEYWORDS: ARTILLERY, VEHICLE, IMPERIUM, FIRESTRIKE SERVO-TURRETS



FACTION KEYWORDS:
ADEPTUS ASTARTES

WHIRLWIND

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3



Hails of missiles saturate the ground whenever a Whirlwind strikes, creating a carpet of explosions that launches deadly shrapnel or scorching flames in all directions. The Whirlwind fires from concealed positions in support of Space Marine attacks, utilising its speed to keep pace with the assault.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile (ONE SHOT)	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter (RAPID FIRE 2)	24"	2	3+	4	0	1
Whirlwind vengeance launcher (BLAST, INDIRECT FIRE)	72"	D6+3	3+	8	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Pinning Bombardment: In your Shooting phase, after this model has shot, if one or more of those attacks made with a Whirlwind vengeance launcher scored a hit against an enemy INFANTRY unit, that unit must take a Battle-shock test.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Whirlwind

This model is equipped with: Whirlwind vengeance launcher; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, WHIRLWIND



FACTION KEYWORDS:
ADEPTUS ASTARTES

GLADIATOR VALIANT

M 10" T 10 SV 3+ W 12 LD 6+ OC 3

The Valiant lays down blistering volleys of fire as it escorts transports or supports infantry in ferocious fighting, crossing rushing watercourses, sucking marshlands and bubbling lava lakes with equal ease. Its twin las-talons spit death at the foe, making short work of enemy armour and cracking open fortified positions.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Twin las-talon [TWIN-LINKED]	36"	2	3+	10	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Priority Target Acquisition: Each time this model makes an attack with its twin las-talon that targets the closest eligible **MONSTER** or **VEHICLE** unit, add 1 to the Hit roll.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Gladiator Valiant

This model is equipped with: 2 multi-meltas; twin las-talon; armoured hull.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, GLADIATOR VALIANT



FACTION KEYWORDS:
ADEPTUS ASTARTES



Gladiator Valiant with twin las-talon and multi-meltas

GLADIATOR LANCER

M 10" T 10 SV 3+ W 12 LD 6+ DC 3



With pinpoint accuracy, the Gladiator Lancer picks off the heaviest enemy armour, laser destroyer punching smouldering holes in their hulls. Such is the range of its heavy cannon that it can eliminate threats to the Space Marines before they encounter them, storming past burning wrecks to claim their objectives.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Lancer laser destroyer [HEAVY]	72"	2	3+	14	-4	D6+3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's 2 storm bolters can be replaced with 2 fragstorm grenade launchers.
- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Aquila Optics: Each time this model is selected to shoot, you can re-roll one Hit roll, you can re-roll one Wound roll and you can re-roll one Damage roll when resolving those attacks.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Gladiator Lancer

This model is equipped with: Lancer laser destroyer; 2 storm bolters; armoured hull.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, GLADIATOR LANCER



FACTION KEYWORDS:
ADEPTUS ASTARTES

GLADIATOR REAPER

M 10" T 10 SV 3+ W 12 LD 6+ DC 3



When the cannons of the Gladiator Reaper spin to full pitch, the droning makes the teeth of all nearby itch with the intensity of the vibrations. Within seconds, thousands of spent casings pour over the battle tank's armoured hide as enemies are erased from existence by the storm of fire.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Tempest bolter [RAPID FIRE 4]	24"	4	3+	4	-1	1
Twin heavy onslaught gatling cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	12	3+	6	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Reaping Tally: This model's twin heavy onslaught gatling cannon has the [SUSTAINED HITS 2] ability when targeting INFANTRY units.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Gladiator Reaper

This model is equipped with: 2 tempest bolters; twin heavy onslaught gatling cannon; armoured hull.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, GLADIATOR REAPER



FACTION KEYWORDS:
ADEPTUS ASTARTES

PREDATOR DESTRUCTOR

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3



Predator Destroyers have served the Emperor for more than ten thousand years with resolute steadfastness, proving themselves by slaughtering hordes of enemy infantry, shattering assaults and laying waste to light vehicles. To the always-outnumbered Space Marines, their firepower has long been vital.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	3+	12	-3	D6+1
Predator autocannon [RAPID FIRE 2]	48"	4	3+	9	-1	3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 heavy bolters
 - 2 lascannons
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, PREDATOR DESTRUCTOR

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Destructor: Each time this model makes a ranged attack that targets an INFANTRY unit, improve the Armour Penetration characteristic of that attack by 1.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Predator Destructor

This model is equipped with: Predator autocannon; armoured tracks.

FACTION KEYWORDS:
ADEPTUS ASTARTES

PREDATOR ANNIHILATOR

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3



Predator Annihilators excel at leading armoured spearheads, moving at high speed and firing all the while. Their crews take pride in their particularly ferocious machine spirits, and gladly thunder into the fiercest fighting to blow apart enemy armoured columns and dense bunker complexes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Predator twin lascannon [TWIN-LINKED]	48"	1	3+	14	-3	D6+1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	3+	12	-3	D6+1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 heavy bolters
 - 2 lascannons
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, PREDATOR ANNIHILATOR

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Annihilator: Each time a ranged attack made by this model is allocated to a MONSTER or VEHICLE model, re-roll a Damage roll of 1.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Predator Annihilator

This model is equipped with: Predator twin lascannon; armoured tracks.

FACTION KEYWORDS:
ADEPTUS ASTARTES

VINDICATOR

M

T

SV

W

LD

OC

9"

11

2+

11

6+

3



The Vindicator is a dedicated siege tank. It can smash obstacles aside with its massive shield, rumbling into the perfect firing position to unleash its demolisher cannon, a weapon so destructive it can blow apart enemy fortifications, annihilate columns of infantry and shatter armoured tanks with terrifying ease.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Demolisher cannon [BLAST]	24"	D6+3	3+	14	-3	D6
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Siege Shield: When making ranged attacks with its demolisher cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Vindicator

This model is equipped with: demolisher cannon; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, VINDICATOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER

M	T	SV	W	LD	OC
10"	12	2+	16	6+	5



Land Raiders are mobile fortresses that bear squads of Space Marines through the most furious firestorms without so much as a scratch. Their machine spirits are so potent that if the crew are slain they will take over, making the tank a truly formidable asset.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Godhammer lascannon	48"	2	3+	12	-3	D6+1
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.

ABILITIES

CORE: Deadly Demise D6

FACTION: Oath of Moment

Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Land Raider

This model is equipped with: twin heavy bolter; 2 godhammer lascannons; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 ADEPTUS ASTARTES INFANTRY models. Each JUMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, LAND RAIDER



FACTION KEYWORDS:
ADEPTUS ASTARTES



LAND RAIDER CRUSADER

M 12" T 12 SV 2+ W 16 LD 6+ DC 5

The Land Raider Crusader is a superlative assault tank. Its bulk enables it to crush enemy defences, and its prodigious firepower cuts their defenders to ribbons. With an enhanced transport capacity, once it has stormed enemy defences, Space Marines pour from its hatches to slaughter those foes who remain.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Hurricane bolter [RAPID FIRE 6, TWIN-LINKED]	24"	6	3+	4	0	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.

ABILITIES

CORE: Deadly Demise D6

FACTION: Oath of Moment

Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Land Raider Crusader

This model is equipped with: 2 hurricane bolters; twin assault cannon; armoured tracks.

TRANSPORT

This model has a transport capacity of 16 ADEPTUS ASTARTES INFANTRY models. Each JUMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models.

KEYWORDS: VEHICLE, SMOKE, GRENADES, TRANSPORT, IMPERIUM, LAND RAIDER CRUSADER



FACTION KEYWORDS: ADEPTUS ASTARTES



LAND RAIDER REDEEMER

M	T	SV	W	LD	OC
12"	12	2+	16	6+	5

In brutal urban combat, it can be impossible to root out entrenched foes. Not so for the Land Raider Redeemer. When it engages its flamestorm cannons, any caught in the raging inferno of burning promethium that follows are doomed, and bunkers, pillboxes, ruined factoriums and shattered hab-blocks are cleansed of the enemy.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flamestorm cannon [IGNORES COVER, TORRENT]	12"	D6+3	N/A	6	-2	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.

ABILITIES

CORE: Deadly Demise D6

FACTION: Oath of Moment

Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Land Raider Redeemer

This model is equipped with: 2 flamestorm cannons; twin assault cannon; armoured tracks.

TRANSPORT

This model has a transport capacity of 14 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.

KEYWORDS: VEHICLE, SMOKE, GRENADES, TRANSPORT, IMPERIUM, LAND RAIDER REDEEMER



FACTION KEYWORDS: ADEPTUS ASTARTES

REPULSOR

M	T	SV	W	LD	DC
10"	12	3+	16	6+	5



Clad in advanced armour plating and armed for any battlefield situation, the Repulsor not only transports its passengers safely, it also provides superb fire support. Dangerous terrain is little impediment to it, its ventral plates channelling gravitic energies that crush obstacles beneath the vehicle's mass.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy onslaught gatling cannon [DEVASTATING WOUNDS]	24"	12	3+	6	0	1
Hunter-slayer missile [INDIRECT FIRE, ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Las-talon	36"	2	3+	10	-3	D6+1
Repulsor defensive array	24"	18	3+	4	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with 1 twin lascannon.
- This model's heavy onslaught gatling cannon can be replaced with 1 las-talon.



Repulsor defensive array



Heavy onslaught gatling cannon



Twin heavy bolter

ABILITIES

CORE: Deadly Demise D6

FACTION: Oath of Moment

Emergency Combat Embarkation: Once per turn, in your opponent's Charge phase, after an enemy unit has selected targets for its charge but before it makes a Charge move, you can select one **ADEPTUS ASTARTES** unit from your army that was selected as a target of that charge. Provided that unit is not within Engagement Range of one or more enemy units and every model in that unit is within 3" of this **TRANSPORT**, it can embark within this **TRANSPORT**. The charging unit can then select new targets for its charge.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Repulsor

This model is equipped with: heavy onslaught gatling cannon; hunter-slayer missile; Repulsor defensive array; twin heavy bolter; armoured hull.

TRANSPORT

This model has a transport capacity of 12 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, REPULSOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

REPULSOR EXECUTIONER

M 10" T 12 SV 3+ W 16 LD 6+ DC 5



Based on the Repulsor chassis, the Repulsor Executioner sacrifices some transport capacity to accommodate powerful turret weaponry. Even the largest battle tanks can be crippled by the beam of a heavy laser destroyer, while the incinerating blasts of a macro plasma incinerator can obliterate infantry formations.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy laser destroyer [HEAVY]	72"	2	3+	16	-4	D6+4
Heavy onslaught gatling cannon [DEVASTATING WOUNDS]	24"	12	3+	6	0	1
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Macro plasma incinerator – standard [BLAST]	36"	D6+1	3+	8	-3	2
Macro plasma incinerator – supercharge [BLAST, HAZARDOUS]	36"	D6+1	3+	9	-4	3
Repulsor Executioner defensive array	24"	10	3+	4	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin Icarus ironhail heavy stubber [ANTI-FLY 4+, RAPID FIRE 3, TWIN-LINKED]	36"	3	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

WARGEAR OPTIONS

- This model's macro plasma incinerator can be replaced with 1 heavy laser destroyer.
- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, REPULSOR EXECUTIONER

ABILITIES

CORE: Deadly Demise D6

FACTION: Oath of Moment

Executioner: Each time this model makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Repulsor Executioner

This model is equipped with: heavy onslaught gatling cannon; macro plasma incinerator; Repulsor Executioner defensive array; twin heavy bolter; twin Icarus ironhail heavy stubber; armoured hull.

TRANSPORT

This model has a transport capacity of 6 ADEPTUS ASTARTES INFANTRY models. Each JUMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models.

FACTION KEYWORDS: ADEPTUS ASTARTES



Repulsor Executioner with heavy laser destroyer



RHINO

M 12" T 9 SV 3+ W 10 LD 6+ OC 2



The Rhino transport has served the Space Marines for ten thousand years, and forms a part of many of their strike forces. With robust self-repair systems, the Rhino is a rugged vehicle that can swiftly navigate nightmare battlefields to deliver its deadly cargo of Space Marines into the heart of battle.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.

ABILITIES

CORE: Deadly Demise D3, Firing Deck 2

FACTION: Oath of Moment

Self Repair: At the end of your Command phase, this model regains 1 lost wound.

UNIT COMPOSITION

- 1 Rhino

This model is equipped with: storm bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 ADEPTUS ASTARTES INFANTRY models. It cannot transport JUMP PACK, WULFEN, PHOBOS, GRAVIS, CENTURION, TERMINATOR or TACTICUS models [excluding TACTICUS CHARACTER models that began the battle attached to a non-TACTICUS unit].

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, RHINO



FACTION KEYWORDS:
ADEPTUS ASTARTES

RAZORBACK

M	T	SV	W	LD	DC
12"	9	3+	10	6+	2



The Razorback replaces some of the Rhino's transport capacity with a heavy weapon turret, and provides fire support for armoured infantry assaults while delivering its own cargo of warriors to battle. Such is its success that for many Chapters it performs additional functions, notably as a mobile command centre.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with 1 twin lascannon.
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Fire Support: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly model that disembarked from this **TRANSPORT** this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

UNIT COMPOSITION

- **1 Razorback**

This model is equipped with: twin heavy bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 6 **ADEPTUS ASTARTES INFANTRY** models. It cannot transport **JUMP PACK**, **WULFEN**, **PHOBOS**, **GRAVIS**, **CENTURION**, **TERMINATOR** or **TACTICUS** models (excluding **TACTICUS CHARACTER** models that began the battle attached to a non-**TACTICUS** unit).

KEYWORDS: **VEHICLE**, **SMOKE**, **TRANSPORT**, **DEDICATED TRANSPORT**, **IMPERIUM**, **RAZORBACK**



FACTION KEYWORDS: **ADEPTUS ASTARTES**



IMPULSOR

M 12" T 9 SV 3+ W 11 LD 6+ DC 2



Equipped with vectored thrusters that make it faster than any other gravitic tank in the Space Marines' armouries, the Impulsor is a highly adaptable transport used by all Space Marines for rapid insertion and flanking manoeuvres. It is particularly favoured by Vanguard forces.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
▶ Bellicatus missile array – frag [BLAST]	48"	D6	3+	4	0	1
▶ Bellicatus missile array – Icarus [ANTI-FLY 2+]	48"	D3	3+	8	-1	2
▶ Bellicatus missile array – krak	48"	1	3+	8	-2	D6
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Ironhail skytalon array [ANTI-FLY 4+, SUSTAINED HITS 1]	36"	8	3+	4	0	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 ironhail heavy stubber.
- This model's 2 storm bolters can be replaced with 2 fragstorm grenade launchers.
- This model can be equipped with one of the following:
 - 1 bellicatus missile array
 - 1 ironhail skytalon array
 - 1 orbital comms array
 - 1 shield dome

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, IMPULSOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: Deadly Demise D3, Firing Deck 6

FACTION: Oath of Moment

Assault Vehicle: Units can disembark from this TRANSPORT after it has Advanced. Units that do so count as having made a Normal move, and cannot declare a charge that turn.

WARGEAR ABILITIES

Orbital Comms Array [Aura]: While a friendly ADEPTUS ASTARTES unit is within 6" of the bearer, each time you target that unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Shield Dome: The bearer has a 5+ invulnerable save.

UNIT COMPOSITION

- 1 Impulsor

This model is equipped with: 2 storm bolters; armoured hull.

TRANSPORT

This model has a transport capacity of 6 TACTICUS or PHOBOS INFANTRY models. It cannot transport JUMP PACK models.



STORMRAVEN GUNSHIP

M	T	SV	W	LD	OC
20+"	10	3+	14	6+	0



The Stormraven superbly combines the role of reliable combat dropship and deadly aerial combatant. A capacious troop bay and thick layers of armour allow it to effectively transport squads of Space Marines – and, thanks to its magna-grapples, even a Dreadnought – into the very heart of battle.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hurricane bolter [RAPID FIRE 6, TWIN-LINKED]	24"	6	3+	4	0	1
Stormstrike missile launcher	48"	1	3+	10	-2	3
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin heavy plasma cannon – standard [BLAST, TWIN-LINKED]	36"	03	3+	7	-2	2
Twin heavy plasma cannon – supercharge [BLAST, HAZARDOUS, TWIN-LINKED]	36"	03	3+	8	-3	3
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
Twin multi-melta [MELTA 2, TWIN-LINKED]	18"	2	3+	9	-4	D6
Typhoon missile launcher – frag [BLAST]	48"	2D6	3+	4	0	1
Typhoon missile launcher – krak	48"	2	3+	9	-2	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

WARGEAR OPTIONS

- This model's twin assault cannon can be replaced with one of the following:
 - 1 twin heavy plasma cannon
 - 1 twin lascannon
- This model's typhoon missile launcher can be replaced with one of the following:
 - 1 twin heavy bolter
 - 1 twin multi-melta
- This model can be equipped with 2 hurricane bolters.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D6, Hover**

FACTION: **Oath of Moment**

Armoured Resilience: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

▪ **1 Stormraven Gunship**

This model is equipped with: 2 stormstrike missile launchers; twin assault cannon; typhoon missile launcher; armoured hull.

TRANSPORT

This model has a transport capacity of 12 ADEPTUS ASTARTES INFANTRY models and 1 DREADNOUGHT model. Each JUMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, TRANSPORT, IMPERIUM, STORMRAVEN GUNSHIP



FACTION KEYWORDS: ADEPTUS ASTARTES



STORMHAWK INTERCEPTOR

M 20+ T 9 SV 3+ W 10 LD 6+ OC 0



Stormhawk Interceptors are high-altitude fighter craft designed solely for achieving aerial supremacy. Dropped from mag-cradles aboard orbiting craft, these ceramite-plated vehicles engage enemy air assets in brutal dogfights and are protected by countermeasures that launch blazing flares.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Icarus stormcannon [ANTI-FLY 2+]	48"	6	3+	7	-1	2
Las-talon	36"	2	3+	10	-3	D6+1
Skyhammer missile launcher [ANTI-FLY 2+]	48"	3	3+	8	-1	D3
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Typhoon missile launcher – frag [BLAST]	48"	2D6	3+	4	0	1
Typhoon missile launcher – krak	48"	2	3+	9	-2	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's skyhammer missile launcher can be replaced with one of the following:
 - 1 twin heavy bolter
 - 1 typhoon missile launcher
- This model's las-talon can be replaced with 1 Icarus stormcannon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Interceptor: Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

UNIT COMPOSITION

- 1 Stormhawk Interceptor

This model is equipped with: twin assault cannon; skyhammer missile launcher; las-talon; armoured hull.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, SMOKE, STORMHAWK INTERCEPTOR



FACTION KEYWORDS: ADEPTUS ASTARTES

STORMTALON GUNSHIP

M 20+ T 8 SV 3+ W 10 LD 6+ OC 0



Fast and manoeuvrable, the Stormtalon is an aerial interceptor optimised for escorting Stormraven Gunships. While fast enough to engage in aerial combat, its pilot can switch on the Stormtalon's repulsor systems, making it agile enough to closely support infantry in defence or on the attack.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Skyhammer missile launcher [ANTI-FLY 2+, TWIN-LINKED]	48"	3	3+	8	-1	D3
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
Typhoon missile launcher – frag [BLAST]	48"	2D6	3+	4	0	1
Typhoon missile launcher – krak	48"	2	3+	9	-2	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's skyhammer missile launcher can be replaced with one of the following:
 - 1 twin heavy bolter
 - 1 twin lascannon
 - 1 typhoon missile launcher

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: Deadly Demise D3, Hover

FACTION: Oath of Moment

Strafing Run: Each time this model makes a ranged attack that targets a unit that cannot FLY, add 1 to the Hit roll.

UNIT COMPOSITION

- 1 Stormtalon Gunship

This model is equipped with: skyhammer missile launcher; twin assault cannon; armoured hull.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, STORMTALON GUNSHIP



FACTION KEYWORDS: ADEPTUS ASTARTES

DROP POD

M	T	SV	W	LD	OC
-	7	3+	8	6+	2



Launched from ships in low orbit, Drop Pods full of Space Marines slam into the battlefield, their hatches blowing open upon the violent impact. Within seconds, the squad bursts out with weapons firing. Such deadly strikes send the foe into disarray as their lines are torn apart in the furious assault.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Deathwind launcher [BLAST]	12"	D6+1	3+	5	0	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

WARGEAR OPTIONS

- This model's storm bolter can be replaced with 1 deathwind launcher.

ABILITIES

CORE: Deadly Demise 1, Deep Strike

FACTION: Oath of Moment

Drop Pod Assault: This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model must immediately disembark after it has been set up on the battlefield, and they must be set up more than 9" away from all enemy models. After this model has been set up on the battlefield, no units can embark within it.

UNIT COMPOSITION

- 1 Drop Pod

This model is equipped with: storm bolter.

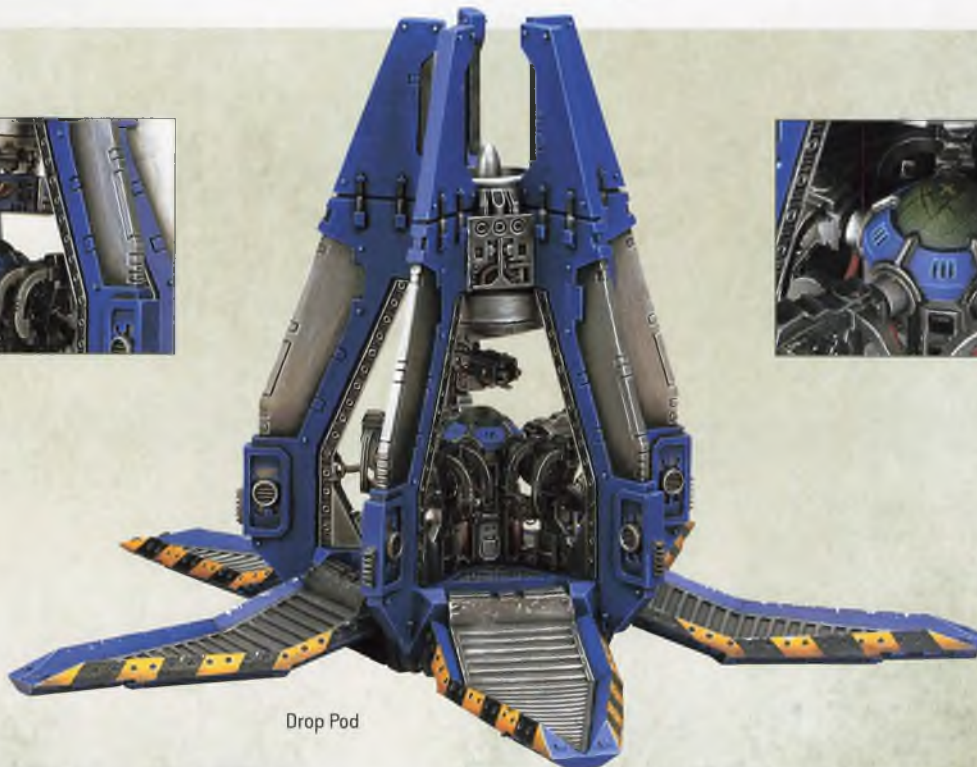
TRANSPORT

This model has a transport capacity of 10 ADEPTUS ASTARTES INFANTRY models. It cannot transport JUMP PACK, WULFEN, GRAVIS, CENTURION or TERMINATOR models.

KEYWORDS: VEHICLE, TRANSPORT, IMPERIUM, DROP POD



FACTION KEYWORDS:
ADEPTUS ASTARTES



Drop Pod

HAMMERFALL BUNKER

M	T	SV	W	LD	DC
-	12	2+	14	6+	0



Hammerfall Bunkers are launched from Space Marine warships in the same manner as Drop Pods. Automated area-denial assets crewed by hard-wired servitors, they have all kinds of battlefield roles, including securing beachheads, hampering enemy assaults and wreaking havoc behind the foe's lines.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hammerfall heavy bolter array [SUSTAINED HITS 1, TWIN-LINKED]	36"	6	4+	5	-1	2
Hammerfall heavy flamer array [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	2D6	N/A	5	-1	1
▶ Hammerfall missile launcher – superfrag [BLAST]	48"	2D6+2	4+	5	0	1
▶ Hammerfall missile launcher – superkrak	48"	2	4+	10	-2	D6+1

WARGEAR OPTIONS

- This model's Hammerfall heavy bolter array can be replaced with 1 Hammerfall heavy flamer array.

ABILITIES

CORE: Deadly Demise D6

FACTION: Oath of Moment

Fortification: While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Ceramite Cover: Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **FORTIFICATION**, that model has the Benefit of Cover against that attack.

Defensive Array: You can target this **FORTIFICATION** with the Fire Overwatch Stratagem for OCP, and can do so even if you have already targeted another unit with that Stratagem this turn. This **FORTIFICATION** can only be targeted with that Stratagem once per turn.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Hammerfall Bunker

This model is equipped with: Hammerfall heavy bolter array; Hammerfall missile launcher.

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: FORTIFICATION, VEHICLE, IMPERIUM, HAMMERFALL BUNKER



FACTION KEYWORDS:
ADEPTUS ASTARTES

'Look to your battle-gear and it will protect you. We guard it with our lives. Your armour is your Soul, and your Soul's dedication its armour. The soul of a warrior is the shield of Humanity. Honour the craft of death. Only the Emperor is higher in our devotion. Honour the battle-gear of the Dead. We ask only to serve.'

- part of the Warrior's Catechism of Worship





Crusade Rules

'It is said the spirits of the wind know all secrets. That they blow from the future, circle a warrior's present and howl away into his past, there to be reborn, heavier and heavier with the accumulated deeds of forever. It is why we can outrun them, as they forever mumble meaningless enigmas.'

*- from The Writings of the Great Khan,
a proverb instilled in neophytes of the White Scars Chapter*

INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to ADEPTUS ASTARTES units. You can find out more about Crusade armies in the main Crusade rules.

'Our duty is to kill, and kill again, until our bootprints swill with the blood of the unrighteous. Those who doubt our resolve need but look at the worlds we leave burning in our wake.'

- Dorrek Recravan,
Imperial Fists Phalanxian Guard

This section contains the following rules:

OATHSWORN CAMPAIGNS

These rules represent focused strategic goals your Crusade force can seek to achieve. They detail how, after gaining sufficient Honour points, you can promote **CHARACTERS** to Chapter Command and reassign your units to other tactical roles.

AGENDAS

ADEPTUS ASTARTES armies can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's goals and their particular methods of waging war.

REQUISITIONS

ADEPTUS ASTARTES armies have access to a number of bespoke Requisitions in addition to those found in other publications.

BATTLE TRAITS

As they gain experience and prowess, ADEPTUS ASTARTES units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

CRUSADE RELICS

In addition to the Crusade Relics presented in other Crusade publications, ADEPTUS ASTARTES **CHARACTER** models can claim one of the Crusade Relics found here.

CRUSADE BADGES

Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once you have achieved one, you could set yourself a new goal, or take the opportunity to start a new Crusade force.



OATHSWORN CAMPAIGNS

Space Marines of the Adeptus Astartes have a duty to safeguard the Imperium from the threats that assail it. These warriors fight in the name of the Emperor and swear oaths to uphold their Chapter's honour in the missions to come. Such forces conduct precision strikes, sudden purges and evacuations of artefacts and individuals. They may be expected to relieve sieges, break the backs of enemy assaults, execute the foe's champions and more, before moving onto the next conflict. To represent this, your Crusade force can embark on short Oathsworn Campaigns, each focused on a key thematic goal while being open to interpretation as befits your army's background.

Each battle offers the opportunity to earn Honour points for your Crusade force, which reflect the glorious accomplishments of your warriors on a personal and collective level. **CHARACTERS** can use Honour points to become high-ranking members of Chapter Command and access new abilities, while your units can adopt different battlefield roles or be promoted through the Chapter, starting in the Scout Company and eventually progressing to the 1st Company as decorated veterans with access to a wide array of Battle Traits.

A NOBLE UNDERTAKING

To begin, select an Oathsworn Campaign from those presented on the following pages. An Oathsworn Campaign lasts for three battles, and each one has unique Bonus Agendas and Requisitions for you to take advantage of. If you wish to abandon a campaign for any reason, you can do so at any time. Your Crusade force can only participate in one Oathsworn Campaign at a time.

Each time you win a battle, your Crusade force earns Honour points relative to the battle size, as shown below.

INCURSION		HONOUR POINTS
STRIKE FORCE		HONOUR POINTS
ONSLAUGHT		HONOUR POINTS

HONOUR POINTS

Honour points for your Crusade force are earned by winning battles and completing Bonus Agendas. Keep track of your Honour points by noting them on your Order of Battle. At the end of an Oathsworn Campaign, you can spend Honour points to promote **ADEPTUS ASTARTES CHARACTERS** from your Order of Battle to be members of Chapter Command. You can also spend Honour points to promote various units from the Scout Company to the Reserve and Battle Companies, and then to the 1st Company.

After an Oathsworn Campaign has ended, your Honour points are reset to 0. For every 5 unspent Honour points lost in this way, you can grant 1XP to a unit of your choice from your Order of Battle.



On the following pages, Honour points are presented as shown on the left.

OATHSWORN CAMPAIGN REQUISITIONS

While your Crusade force is embarked on an Oathsworn Campaign, you have access to special Requisitions you can only purchase during that campaign. These represent your Crusade force taking actions best suited to their goals, such as commandeering local resources or bolstering defences as necessary.

BONUS AGENDAS

Each Oathsworn Campaign features unique Bonus Agendas that are always selected in addition to your two chosen Agendas. For the duration of the Oathsworn Campaign, when you select Agendas for a battle, consult the table associated with your chosen Oathsworn Campaign to select a Bonus Agenda for that battle that best suits your Crusade army or your narrative goals.

OATHSWORN CAMPAIGN

UNFLINCHING BULWARK

The Adeptus Astartes confront and drive back invasions of every loathsome kind across the Imperium's worlds. Destructive hordes spreading carnage through a planet's macro-cities must be halted in their tracks to enable desperate evacuations. Predatory raiders plundering frontier settlements or void ships must be corralled into efficient kill zones. From the walls of vital Imperial fortifications, Space Marines hold positions that would otherwise have fallen. Enemy assaults are thrown back as the battle-brothers unleash a deluge of firepower to cut them down. The Space Marines' aggressive defence grants other Imperial forces the chance to regroup and exploit the gains won by the sudden intervention, even as the Angels of Death themselves leave for the next war zone.

REQUISITION

FORTIFICATION NETWORK

1RP

The strategic brilliance of a strike force's commanders means Space Marines can often ensure the enemy fights them only on their terms, drawing the Imperium's foes into carefully chosen battle sites. Utilising the full extent of their siegecraft, the Space Marines erect solid redoubts, fortified walls and dedicated kill zones. Any forces attempting to invade the area find their advance swiftly halted by these masterful creations and their determined defenders.

Purchase this Requisition before a battle. Do not roll off to determine the Attacker and Defender for that battle. Instead, you are automatically the Defender. If your opponent uses the same or a similar rule to become the Defender, ignore both rules and instead determine the Attacker and Defender normally.

BONUS AGENDAS

D6

PRIORITY KILL ZONE

The Adeptus Astartes are utterly focused on their mission parameters. Those Space Marines sworn to the defence of their battle lines will take not one backward step nor be lured into reckless assaults. Any foe who dares venture into these warriors' priority kill zones are subjected to a thunderous fusillade of long-range firepower that scours them from critical battlefield targets.

Each time an **ADEPTUS ASTARTES** unit from your Crusade army that is within your deployment zone destroys an enemy unit that is within range of an objective marker, your Crusade force gains 1 Honour point (to a maximum of 3).

DEFIANCE UNFURLED

While some of a defensive Space Marine force may be tasked with counter-assaults, others stamp the Chapter's presence upon the war zone by planting a sacred banner or ancient sigil in full view of the foe. With undisguised bombast, the action proclaims the resolve of the battle-brothers to retake the battlefield and signals to the foe their imminent destruction.

At the start of the battle, select one objective marker in No Man's Land. If there is an objective marker within 6" of the centre of the battlefield, you must choose that one. At the end of the battle, if an **ADEPTUS ASTARTES** unit from your army controls that objective marker, your Crusade force gains 4 Honour points.

DRIVE THEM BACK!

Whether safeguarding an extraction or in a final push towards the foe's last redoubt, the Space Marines have vowed to cleanse the enemy from their lines and allow none to slip past.

At the end of the battle, if there are two or fewer enemy units within your deployment zone, your Crusade force gains 4 Honour points.



PRECISION STRIKE

Space Marine strike forces excel in pinpointing the enemy's strategic weaknesses and attacking with sudden and overwhelming strength in a series of focused assaults. Simultaneous strikes by coordinated elements of the Space Marine force against the foe's munitions stores, communications hubs and supply lines can cripple an enemy advance. Other targets identified by infiltrating battle-brothers or orbiting scry-satellites include heretical shrines and twisted xenos fortifications, as well as enemy warriors or war engines lauded as symbols of the foe's superiority whose destruction can sunder morale. What marks the Space Marines' attacks against these critical targets is their sheer speed, striking from unexpected vectors before rapidly relocating, leaving ruin in their wake.

REQUISITION

STORM-SWIFT DESTRUCTION

1RP

Space Marines are the ultimate assault force. Deploying from orbiting strike cruisers or drop ships, roaring into the fray in armoured transports or charging from ambush, they are capable of surprise attacks that hit with meteoric force. Such assaults are unleashed after rapid and incisive assessment of carefully harvested intelligence filtered through the warriors' long years of combat experience, and can catch even the most alert of sentries flat-footed.

Purchase this Requisition before a battle. Do not roll off to determine the Attacker and Defender for that battle. Instead, you are automatically the Attacker. If your opponent uses the same or a similar rule to become the Attacker, ignore both rules and instead determine the Attacker and Defender normally.

BONUS AGENDAS

D6

PUNISH THEIR DARING



Any advances or gains made by the enemy must be taken from them by swift and unremitting force. None can be left in any doubt that to stand against the Adeptus Astartes is to feel the wrath of the Emperor himself.

Each time an **ADEPTUS ASTARTES** unit from your Crusade army destroys an enemy unit that is within range of an objective marker in your opponent's deployment zone or No Man's Land with a melee attack, your Crusade force gains 1 Honour point (to a maximum of 5).

THE TIP OF THE SPEAR



Space Marine commanders do not orchestrate victory from the safety of a strategium, but as the spear tip of their strike force that plunges into the enemy's heart.

At the end of the battle, if your **WARLORD's** unit is within 6" of your opponent's battlefield edge (or wholly within your opponent's deployment zone if your opponent does not have a battlefield edge), your Crusade force gains 3 Honour points.

ALPHA-THREAT PROTOCOLS



Adapting their priorities on the move with post-human cogitation, Space Marines will rapidly assess the most dangerous threats amongst the foe. Any that pose a risk to the battle-brothers' mission targets will be picked out for eradication.

At the start of the battle, your opponent must select three units from their Crusade army to be Priority Target units. At the end of the battle, for each Priority Target unit that was destroyed by a unit from your Crusade army, your Crusade force gains 1 Honour point.

OATHSWORN CAMPAIGN

THE FORGING OF LEGENDS

In millennia-old archives are accounts of the supernatural heroism of the Adeptus Astartes' champions. A Chapter's honour is of utmost importance to its warrior-knights. In campaigns where it can be upheld or avenged – the recovery of a fallen battle-brother or relic, the hunting down of a reviled foe or the reclamation of a Chapter bastion – personal heroism surges to the fore. The greatest of a force's combatants lead their battle-brothers in wrath-filled charges to topple enemy champions and strike down the largest of threats. Such strength and skill can crush an enemy's cohesion as the foe witnesses their best and greatest cast down by a single warrior.

REQUISITION

THE ESTEEM OF THE CHAPTER 1RP

Space Marine commanders are entrusted with great latitude in dispensing honours – and summary justice – upon their battle-brothers. Even amongst some of the Imperium's greatest heroes, there are those leaders whose courage and skill exceeds even their commander's lofty expectations. Such valour in the Emperor's name is deserving of recognition.

Purchase this Requisition after a battle in which your **WARLORD** was not destroyed. Select one **CHARACTER** unit that participated in that battle (excluding your **WARLORD**); that **CHARACTER** unit gains 5XP.

BONUS AGENDAS

D6

DUEL OF HONOUR

Chapter legend recounts many epic duels in which the greatest of its warriors cast down the most heinous enemies in fights that shook the firmament and awed those who witnessed them. These legends are a potent source of inspiration to those who would uphold their brotherhood's honour.

Each time a **CHARACTER** unit from your Crusade army destroys an enemy **CHARACTER** unit with a melee attack, your Crusade force gains 2 Honour points (to a maximum of 4).

HUNTING THE BEHEMOTH

The battlefield echoes to the roaring engines or guttural howls of an enemy monstrosity. Through tactical consideration of their threat to his battle-brothers, as well as being a matter of personal pride, a Chapter's noble champion will make its slaying their personal vow.

Each time a **CHARACTER** unit from your Crusade army destroys an enemy **MONSTER** or **VEHICLE** unit with a melee attack, your Crusade force gains 2 Honour points (to a maximum of 4).

A SHOW OF DOMINION

The heroic commanders of a Space Marine strike force lead from the front in stunning displays of their combined strategic acumen and martial skill. They stamp their presence onto the battlefield so that none are left in doubt as to the power of the Angels of Death.

At the end of the battle, if your **WARLORD**'s unit controls an objective marker that is in No Man's Land, your Crusade force gains 1 Honour point. If that objective marker is in your opponent's deployment zone, your Crusade force gains 3 Honour points instead.



CHAPTER COMMAND

After an Oathsworn Campaign ends, if you have enough Honour points to do so, you can promote one or more **CHARACTERS** to be members of Chapter Command. To do so, select a **CHARACTER** you wish to promote, then subtract that promotion's Honour points cost from your total and select one of that promotion's Battle Honours for that **CHARACTER** to gain. Each **CHARACTER** can only have one of these Battle Honours, even if you gain enough Honour points to promote them again. Each of these Battle Honours is unique – you can only have one instance

of each in your Order of Battle. When gaining one of these Battle Honours, if that **CHARACTER** already has their maximum number of Battle Honours, you can choose to replace one with a Chapter Command Battle Honour.

Designer's Note: *If your Order of Battle contains an **EPIC HERO** who is already known to hold a position in Chapter Command (e.g. Pedro Kantor being a Chapter Master), you should not promote another **CHARACTER** to that position.*



CHAPTER MASTER



CAPTAIN ONLY

Chapter Masters are some of the greatest military minds in the galaxy. There are few elements of strategy and tactics they have not studied and mastered, and they have tested their skills against innumerable enemies. They are magnificent leaders, able to inspire their warriors to acts of legendary valour. There is no task to which they will set their battle-brothers that they have not completed themselves, and when they lead from the front, they wield their blades with incomparable ability, slaughtering more of the foe than any of their warriors.

CHOOSE ONE

Master of the Codex

BATTLE HONOUR

Once per battle, after you have selected your Oath of Moment target, select a second enemy unit. Until the start of your next Command phase, that second enemy unit also counts as your Oath of Moment target.

OR

Master of Combat

BATTLE HONOUR

Once per battle, in your Command phase, this model can use this ability. If it does, until the end of the turn, add 2 to the Damage characteristic of weapons equipped by this model.



CHIEF APOTHECARY



APOTHECARY ONLY

Chief Apothecaries are the most senior surgeons and battle medics available to Space Marine Chapters. Calm and resolute, they maintain the life force of their battle-brothers on and off the battlefield. Most importantly, they are responsible for their Chapter's future in the preservation of Space Marine gene-seed. With vast experience to draw upon, a Chapter's Chief Apothecary is its ultimate practitioner of the healer's art.

CHOOSE ONE

Selfless Healer

BATTLE HONOUR

TACTICUS APOTHECARY model only. While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

OR

Battlefield Chirurgy

BATTLE HONOUR

At the end of the battle, if your Crusade army included this model and it was not destroyed during the battle, you can ignore up to two failed Out of Action tests taken for **INFANTRY** units from your Crusade army – those tests are treated as having been passed instead.



MASTER OF SANCTITY



CHAPLAIN ONLY

Masters of Sanctity are the High Chaplains of the Space Marine Chapters. They maintain the spiritual well-being of their brothers, ensuring none falter in their responsibilities. Their mere presence inspires fervent aggression amongst their kin, though they are just as capable of delivering retribution first-hand.

CHOOSE ONE

Wise Orator

BATTLE HONOUR

Once per battle, at the start of the battle round, this model can use this ability. If it does, until the end of the turn, this model has the following ability:

Wise Orator (Aura): Each time a friendly **ADEPTUS ASTARTES** unit within 6" of this model makes a melee attack, add 1 to the Wound roll.

OR

Mantra of Strength

BATTLE HONOUR

Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 2 to the Attacks, Strength and Damage characteristics of melee weapons equipped by this model.



MASTER OF THE FORGE



TECHMARINE ONLY

Masters of the Forge are the chief artificers of the Space Marines, responsible for maintaining the arms, armour and vehicles of their Chapter. Having distinguished themselves from their brother Techmarines, Masters of the Forge oversee the Chapter's Armoury, and have an intimate knowledge of its workings and the machine spirits that reside there.

CHOOSE ONE

Liturgy of Resanctification

BATTLE HONOUR

Each time this model uses its Blessing of the Omnissiah ability, the selected **VEHICLE** regains up to D3+3 lost wounds instead of up to D3.

OR

Shielded by the Machine God

BATTLE HONOUR

Each time this model uses its Blessing of the Omnissiah ability, until the start of your next Command phase, the selected **VEHICLE** has a 4+ invulnerable save (in addition to that ability's other effects).



HONOUR GUARD



COMPANY HEROES ONLY

For a Space Marine to have become one of the Chapter's Honour Guard is to have fulfilled many centuries of exceptionally courageous service. In battle, they act as personal retainers for the strike force's leaders, ensuring their safety with selfless valour.

CHOOSE ONE

Ardent Protectors

BATTLE HONOUR

While a **CHARACTER** model is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.

OR

Roused to Fury

BATTLE HONOUR

Once per battle, at the start of either player's Command phase, this unit can use this ability. If it does, until the end of the turn, add 1 to the Attacks characteristic of weapons equipped by models in this unit.



CHIEF LIBRARIAN



LIBRARIAN ONLY

At the head of each Chapter's Librarians can be found the Chief Librarian. Battle scholars with vast experience and immense psychic power, they are as much invaluable warriors as they are dependable advisors. When mastery of the warp is required, none are better equipped to deal with its turbulent nature. On the battlefield, Chief Librarians direct the energies of the immaterium with unrivalled precision and power.

CHOOSE ONE

Psychic Scourge

BATTLE HONOUR

At the start of your Shooting phase, you can select one enemy unit within 12" of and visible to this model and roll one D6: on a 3-5, that unit suffers D6 mortal wounds; on a 6, that unit suffers D6 mortal wounds and, until the start of your next turn, halve that unit's Move characteristic and halve the result of Charge rolls and Advance rolls made for that unit.

OR

Empyric Castellán

BATTLE HONOUR

Once per battle, at the start of any phase, this unit can use this ability. If it does, until the start of your next turn, this model has the following ability:

Empyric Castellán (Aura, Psychic): While an ADEPTUS ASTARTES unit from your army is within 6" of this model, models in that unit have a 4+ invulnerable save.



CHAPTER ANCIENT



ANCIENT ONLY

Only the most distinguished Space Marines are granted the title of Chapter Ancient. Given the sacred task of bearing the Chapter's standard to war, they selflessly fly the colours even as they slay their foes. The sight of such a holy relic flying high above the battlefield inspires the Ancients' brethren to give their all. The mere presence of the Chapter's standard is worth a fortified bastion to the warriors of the Adeptus Astartes.

CHOOSE ONE

Steadfast Example

BATTLE HONOUR

Once per battle, at the start of your Command phase, this model can use this ability. If it does, until the end of the turn, this model has the following ability:

Steadfast Example (Aura): While an ADEPTUS ASTARTES unit from your army is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit.

OR

Pennant of the Fallen

BATTLE HONOUR

While this model is leading a unit, each time a Bodyguard model in that unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 2+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.



ASSIGNMENT AND PROMOTION

During their long years, Space Marines advance through their Chapter's companies, gaining new skills and a wealth of experience on their journey.

In addition to spending Honour points on Chapter Command promotions, you can also spend them to assign or promote other units to new positions within the Chapter's structure. After an Oathsworn Campaign ends, just as with Chapter Command promotions, you can spend the required number of Honour points to assign or promote a unit, but if you do, instead of selecting a Battle Honour for that unit, you must instead remove it from your Order of Battle and replace it with another unit from those listed. When a unit is replaced in this way, the new unit starts with the same XP as the one it replaced.

RESERVE AND BATTLE COMPANY ASSIGNMENT



Once deemed worthy, a neophyte is elevated from the Scout Company to the status of full battle-brother and serves in the first of the Reserve Companies. Should they continue to distinguish themselves, they may progress to the Battle Companies and throughout their lives learn to fight in many different roles. Experienced battle-brothers of the Scout Company's Vanguard complement may be requisitioned to support other companies, their battle prowess granting them a potent reputation.

Select one of the following units:

- Eliminator Squad
- Incursor Squad
- Infiltrator Squad
- Reiver Squad
- Scout Squad
- Suppressor Squad

You can spend 5 Honour points to replace that unit with one of the following units:

- Aggressor Squad
- Assault Intercessor Squad
- Assault Intercessors with Jump Packs
- Desolation Squad
- Eradicator Squad
- Heavy Intercessor Squad
- Hellblaster Squad
- Inceptor Squad
- Infernus Squad
- Intercessor Squad

1ST COMPANY PROMOTION



Elevation to the elite 1st Company of a Chapter is never automatic, no matter how long a battle-brother serves with the incredibly high levels of skill expected of all Space Marines. To be so honoured, they must have proved superior even amongst an entire brotherhood of post-human champions. Each has performed legendary deeds of bravery and mastered all of the Chapter's ways of war. They are master marksmen, exceptional duellists and incredible pilots, with tactical insight far beyond any mortal soldier and a devotion to duty that is fierce in its intensity. They truly are the heroes of their Chapter.

Select one **ADEPTUS ASTARTES INFANTRY** or **ADEPTUS ASTARTES MOUNTED** unit (excluding **CHARACTERS** and **SCOUT SQUADS**). You can spend 5 Honour points to replace the selected unit with one of the following units. If the selected unit has the Terminator Honours Battle Trait, this promotion costs 0 Honour points.

- Bladeguard Veteran Squad
- Company Heroes
- Sternguard Veteran Squad
- Terminator Assault Squad
- Terminator Squad

COMPANY COMMAND PROMOTION



The honour of command amongst the Adeptus Astartes recognises a battle-brother whose past is littered with conquered enemies. Yet it is not enough to be a skilled fighter; they must also have an unassailable grasp of strategy and tactics. Centuries of battlefield experience have taught them every facet of war, trained them in the tools of slaughter and honed their wits to the level of instinct. To lead the Emperor's greatest shock troops in battle, to marshal their strength and mete it out efficiently to maximise its potential against the ceaseless waves of foes that embattle the Imperium, is a singular and grave responsibility.

Select one **LIEUTENANT** model. You can spend 10 Honour points to replace that model with one **CAPTAIN** model (excluding **EPIC HEROES**).

AGENDAS

If your Crusade army includes any **ADEPTUS ASTARTES** units, you can select Agendas from those presented here.

ANGELS OF DEATH

For the Space Marines, only the total destruction of the Emperor's enemies is acceptable.

At the end of the battle, if there are no enemy units on the battlefield, each **ADEPTUS ASTARTES** unit from your Crusade army that is on the battlefield gains 2XP and your Crusade force gains 2 Honour points.

KNOW NO FEAR

The Space Marines know no fear. Superhuman courage in the face of terrifying horrors and overwhelming odds are expected from each and every battle-brother. Fleeing from the conflict is as anathema to them as allowing the enemies of the Emperor to draw breath.

At the end of the battle, each **ADEPTUS ASTARTES** unit from your Crusade army that did not fail a Battle-shock test during the battle gains 1XP. If that unit did not fail a Battle-shock test and is also Below Half-strength, it gains 2XP instead.

ARMoured ASSAULT

Battle-brothers who pilot their Chapter's war engines often have a natural affinity for their mechanical steeds. With prayers to the vehicles' machine spirits, the crews urge them forth in unstoppable spearheads. Those war engines that leave a great wake of the foe's twisted corpses are immortalised for their deeds with devotional seals and trophies in a dedicated shrine within the Chapter's Armoury.

At the end of the battle, each **VEHICLE** unit from your Crusade army that is not destroyed gains 1XP, and each **VEHICLE** unit from your Crusade army that is destroyed but itself destroyed two or more enemy units during the battle gains 1XP.

QUEST OF ATONEMENT

The warriors of the Chapter who bear the Mark of Censure have submitted themselves to the Reclusiam for their failures, and been set upon a quest for absolution in their Chapter's eyes. Only by striking down the mightiest foes of the Emperor will their shame be absolved.

When you select this Agenda, select one **ADEPTUS ASTARTES** unit from your Crusade army that has one or more of the following Battle Scars: Battle-weary; Disgraced; Mark of Shame. At the end of the battle, if the selected unit destroyed one or more enemy **CHARACTER**, **MONSTER** or **VEHICLE** units with a melee attack during the battle, it loses one of those Battle Scars of your choice and gains 5XP.



REQUISITIONS

If your Crusade army includes any **ADEPTUS ASTARTES** units, you can spend Requisition points (RP) on any of the following Requisitions.

A LEGACY PRESERVED

1RP

Death in battle is the fate of almost all Space Marines. But if the Chapter's Apothecaries can preserve the gene-seed of fallen battle-brothers, then something of them can live on in a new generation of warriors. The heroic warrior-chirurgeons make their battle-brothers' death an honoured gift of legacy to the Chapter.

Purchase this Requisition after an **ADEPTUS ASTARTES INFANTRY** or **ADEPTUS ASTARTES MOUNTED** unit from your Crusade army gains a Battle Scar, if your Order of Battle includes one or more **APOTHECARY** models. Remove the unit that just gained that Battle Scar from your Order of Battle, and your Crusade force gains 5 Honour points.

VAUNTED TRIUMPH

1RP

To triumph in spectacular and glorious fashion over the Imperium's enemies is reward enough for those heroes who bought the victory with deadly skill and unflinching conviction.

Purchase this Requisition after a battle that you won. You can select a second unit to be Marked for Greatness. You can only purchase this Requisition once per Oathsworn Campaign.

ENDURING DUTY

2RP

On occasion, the Space Marines' famously rapid and efficient campaigns must be extended. They may uncover evidence of a deeper conspiracy that must be broken or details of hidden enemy reserves that must be crushed. Whatever new intelligence comes to light, the Adeptus Astartes will not shirk from acting upon it to ensure their final victory is total.

Purchase this Requisition after the third battle in an Oathsworn Campaign. You may participate in one additional battle before that Oathsworn Campaign ends.

EVEN IN DEATH I STILL SERVE

1RP

A mortally wounded Space Marine may be interred in the sarcophagus of a Dreadnought, allowing them to bring death to their foes in a new form.

Purchase this Requisition when an **ADEPTUS ASTARTES INFANTRY CHARACTER** or **ADEPTUS ASTARTES MOUNTED CHARACTER** unit from your Crusade army would gain a second or subsequent Battle Scar. Remove that unit from your Order of Battle and replace it with an **ADEPTUS ASTARTES WALKER** unit (excluding **INVICTOR TACTICAL WARSUITS**). You cannot purchase this Requisition if doing so would cause your total Crusade points to exceed your Crusade force's Supply Limit. The new unit starts with the same number of XP as the unit it replaced and gains the appropriate number of Battle Honours for its rank.



BATTLE TRAITS

When an **ADEPTUS ASTARTES** unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.

'To be honoured by the Chapter is not a recognition of the xenos a brother has killed, of the heretics he has ground beneath his boot, for is not each of the Emperor's warriors made for such duty. No, the honour is a measure of how a warrior has unleashed this tempered fury while upholding the name of his brotherhood, and in so doing has honoured the Primarch and the Emperor in his turn.'

- Severus Agemman,
Ultramarines First Captain



INFANTRY AND MOUNTED UNITS

D6

Excluding **CHARACTERS**

MARKSMAN'S HONOURS

Awarded to those warriors who prove their accuracy in combat, these badges are constructed by coating spent bolter shell casings, ejected from the weapons of great heroes, in gold.



Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

BLADESMAN'S HONOUR

Awarded to the most superlative duellists of the Chapter, this honour badge is shaped like a dagger and proclaims the bearer's skill at arms.



Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

SERVICE STUDS

These rivets are stamped into a warrior's cranium to record ten, fifty or a hundred years' service. Though described in the Codex, the awarding of studs is not officially required.



At the end of the battle, if this unit is not destroyed, it gains an additional 1XP.

PURITY SEALS

Purity seals record not so much honours as blessings given by the Chapter's Chaplains before battle. When a battle-brother receives a seal, the Chaplains chant litanies before affixing it to the Space Marine's armour.



Models in this unit have the Feel No Pain 5+ ability against Psychic Attacks.

TERMINATOR HONOURS

Veterans who have earned the honour of waging war in Terminator armour are permitted to wear these badges – smaller representations of the Crux Terminatus – when fighting.



Select one model in this unit (if this unit contains a unit champion, such as a Space Marine Sergeant, you must select that model). Add 1 to the Attacks characteristic of the selected model's melee weapons and, unless the selected model is a **CHARACTER**, add 1 to its Wounds characteristic.

AQUILA IMPERIALIS

Awarded to those who have shown great resolve, this eagle emblem is emblazoned on the warrior's chest plate.



This unit can still be selected as the target of a Stratagem while it is Battle-shocked. In addition, each time an Out of Action test is failed for this unit, you can re-roll that test.

THE SIMULUS CHAMBERS

Arguably the Iron Hands' most strategically valuable - and controversial - devices are their simulux chambers. They stand in humming banks along the walls of their warships' conditioning decks, and also throughout the Halls of Conquest of the clan companies, those mobile fortresses that serve as a brotherhood's combined armoury, barracks, reliquary and more.

A simulux chamber houses a harness-throne, lit with flickering electro-candles and recessed into an ornately frescoed alcove. When a battle-brother is strapped into the throne, neural plugs engage at the base of the spine and plunge the user into a trance-like state in which massive quantities of data can be inloaded or exloaded. The battle-brother's mind can be stimulated to provide artificial combat scenarios or conduct super-efficient debriefs. Further, subconscious strategic protocols can be uploaded to prepare the Space Marine for any eventuality. Outside the Chapter, rumours persist that on rare occasions the simulux chambers have driven their users insane, the battle-brothers' minds becoming hopelessly entangled from the data they were accessing.

The Iron Hands make use of simulux chambers to test a battle's manifold outcomes before ever a shot is fired. Some warriors, such those of Clan Company Raukaan, have reduced their use of them, as they strive to rely less on mechanisms that can suppress their emotional wrath instead of harnessing and channelling it productively. By contrast, the Chapter's veteran 1st Company, the Averni, maintain simulux data-tethers even during combat, applying pre-cogitated solutions to developments as they occur. Such drastic procedures lead to a horrific attrition rate due to neural damage, but surviving the ordeal is considered a test of worthiness. Each implant is a valued relic that is carefully extracted upon death and preserved in archival vaults, awaiting a new host. Implanted with an arcane technological artefact that has been carried by champions uncounted, the veteran Iron Hand is able to more closely approach the Chapter's ideal of perfection.

SCOUT COMPANY UNITS

D6

ELIMINATOR SQUAD, INCURSOR SQUAD, INFILTRATOR SQUAD, REIVER SQUAD, SCOUT SQUAD

EXECUTION ORDER

Enemy champions and the guardians who shelter them are priority targets for this squad of skilled assassins.

Each time this unit makes an attack that targets a **CHARACTER** unit, add 1 to the Hit roll.



TACTICAL REPOSITIONING

Adept in the sudden unbalancing of their foes, this agile squad can evade closing foes and leave them exposed.

Once per turn, in your opponent's Charge phase, after an enemy unit has selected this unit as a target for its charge but before it makes a Charge move, this unit can choose to retreat. If it does, it can make a Normal move of up to 3". The charging unit can then select new targets for that charge.



DEATH'S OWN SHADOW

These Chapter warriors are shades made manifest, using every sensory distraction to veil their advance and utilising every scrap of cover to their advantage.

Each time a ranged attack targets this unit, it has the Benefit of Cover against that attack.



1ST COMPANY UNITS

D6

BLADEGUARD VETERAN SQUAD, COMPANY HEROES, STERNGUARD VETERAN SQUAD, TERMINATOR ASSAULT SQUAD, TERMINATOR SQUAD, VANGUARD VETERAN SQUAD

ABIDING DUTY

Tasked with holding their ground, the veterans of the 1st Company will stand as intimidating sentinels, throwing the broken foe back unto their very last breaths.

While this unit is Below Half-strength, you can re-roll Battle-shock tests taken for it.



ECHOES OF THE PRIMARCH

These veterans can unleash a flurry of masterful blows said to reflect their Primarch's martial perfection.

Once per battle, at the start of the Fight phase, this unit can use this ability. If it does, until the end of the turn, weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.



DEFENDERS OF HUMANITY

These veteran battle-brothers have sworn to banish the shades of the Imperium's enemies in every benighted reach they fight in. While they stand, the light of Humanity will never fade.

Once per battle, at the start of your Command phase, this unit can use this ability. If it does, until the start of your next Command phase, add 1 to the Objective Control characteristic of models in this unit.



VEHICLE MODELS

D6

BELLCOSE MACHINE SPIRIT

This machine spirit seeks to grind its foes beneath the ironclad hull it inhabits.

Each time this model makes a Charge move, select one melee weapon it is equipped with; until the end of the turn, add 2 to the Strength characteristic of that weapon.



RESILIENT MACHINE SPIRIT

The might of this indomitable machine spirit is legendary.

Add 2 to this model's Wounds characteristic.



FOCUSED MACHINE SPIRIT

Even under duress, the attacks of this machine remain precise.

This model does not suffer the penalty to its Hit rolls for firing at enemy units that are within Engagement Range of it.



CRUSADE RELICS

When an **ADEPTUS ASTARTES CHARACTER** model gains a Crusade Relic, you can select one of the Crusade Relics presented here.



ARTIFICER RELICS

ADAMANTINE CUIRASS

This chest plate bears an aquila crest wrought in adamantine, rendering it proof against even the mightiest blow.

Add 1 to the bearer's Toughness and Wounds characteristics.

ASTARTES TELEPORTATION TRANSPONDER

Incorporating arcane technology found in suits of Terminator armour, this unassuming device allows the bearer to be teleported accurately into the thick of battle from their orbiting spacecraft.

During the Declare Battle Formations step, if this model is attached to a unit, until the end of the battle, that unit has the Deep Strike ability.

HALO INDOMITUS

This iron halo protects the bearer from harm, while proclaiming them to be a mighty hero of the Imperium.

- The bearer has a 4+ invulnerable save.
- The bearer has the Feel No Pain 4+ ability against mortal wounds.

ANTIQUITY RELICS

PARAGON BLADE

This blade is a relic of the Great Crusade and is rumoured to have been crafted on Terra. It is now borne by only the greatest heroes of the Space Marine Chapters.

The bearer is equipped with the following melee weapon in addition to its other weapons:

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Paragon Blade	Melee	6	2+	6	-3	3

STANDARD OF RIGHTEOUS HATRED

This bloodstained banner lists the atrocities and injustices committed by the Emperor's foes, a reminder of the duty of the Adeptus Astartes to purge the stars of the heretic and the alien.

ANCIENT model only. While the bearer is leading a unit, add 1 to the Strength characteristic of melee weapons equipped by models in that unit.

LEGENDARY RELICS

VORTEX BOLT

Crafted long ago in forges lost to the mist of time, these immensely rare rounds create a miniature vortex within the target upon their detonation. Such an event causes catastrophic damage to even the largest enemies, and psykers who miraculously survive are driven mad by the creatures of the warp that flow from the tear in reality.

Select one ranged weapon equipped by the bearer; that weapon is now a Crusade Relic. Note this on the bearer's Crusade card and give that weapon a suitable name. Once per battle, when the bearer shoots with that weapon, you can choose for it to fire a vortex bolt instead of shooting that weapon normally. If it does, resolve that shooting using with the following profile:

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Vortex bolt	24"	1	2+	4	0	D3+3
[ANTI-INFANTRY 3+, ANTI-PSYKER 2+, DEVASTATING WOUNDS]						

RELIC OF THE PRIMARCH

In the deepest vaults of every Chapter are ancient relics inherited from the personal wargear of their gene-sire. Only in the direst circumstances are these brought to the field of war to inspire battle-brothers to even greater deeds; if these relics were to be lost, it would be a tragedy on par with the blackest days in the Chapter's history.

Once per battle, in your Command phase, the bearer can unveil the Relic of the Primarch. If it does, until the start of your next Command phase, the bearer has the following ability:

Relic of the Primarch (Aura)

- While a friendly **ADEPTUS ASTARTES** unit is within 6" of this model, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.
- If the bearer is destroyed, after removing it from play, set up one new objective marker as close as possible to the bearer's last location; this represents the Relic of the Primarch. You immediately gain the Recover the Relic Agenda (see below) in addition to any other Agendas being used for the battle.

RECOVER THE RELIC

The loss of one of the Primarch's priceless relics is an unthinkable shame that cannot be allowed to pass.

At the end of the battle, if you control the Relic of the Primarch objective marker, you can select one unit from your Crusade army that is within 3" of that objective marker; that unit gains 3XP. If you do not control that objective marker at the end of the battle, you lose 10VP (to a minimum of 0).

SAVAGE SCARIFICATION

Long ridges of pale scar tissue run down the face of every gene-son of Jaghatai Khan, marking out warriors of the White Scars Chapter - and those of many of their successor brotherhoods - from Space Marines of other fellowships. Many Space Marines have battle wounds from their long lives of unending war, but the White Scars carry ritually inflicted scars adopted during their induction and of which they are fiercely proud. White Scars tradition holds that this practice dates back to the Legion's unification with the Primarch, a custom said to have been practised by the tribespeople amongst whom Jaghatai dwelled. Certainly many Chogorian tribes maintain similar rituals in the 41st Millennium.

Space Marine biology is ferociously adaptive, and commonly only the most terrible wounds result in lasting scar tissue. Those ritually applied by the White Scars themselves are treated with rare substances to ensure the pale scars endure. Besides the single long mark to signal a warrior's formal entry into the Chapter, others are incised across their body to mark binding oaths and honours, prey killed, memento mori of fallen battle-brothers, years of service to the White Scars, and many other events and deeds of import to this honour-focused Chapter. The scars' lengths and angles, the depths to which they are cut and the artistry with which they are applied are all elements of a language instantly recognisable to others of the Chapter but indecipherable to outsiders.

As they are usually hidden under the heavy battle plate a White Scars warrior wears to war, some scars may be mirrored in bold and jagged markings on the armour itself. These blood-red and bone-white patterns are seen splayed across helmets and greaves or emblazoned on the armoured flanks of war engines. Others appear to be gouged roughly into weapon casings - in truth the careful artistry involved would make master artificers weep - and there are minute scars micro-etched into chainsword teeth and the tips of bolt shells. More are embroidered into sacred banners that whip in the slipstream of the Chapter's hunters.

CRUSADE BADGES

When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.



OATHSWORN CRUSADERS

Your strike force's battles against the myriad dangers facing the Imperium have seen your Space Marines hailed as true crusaders and enactors of the Lord Commander's vision. Each of your successful assaults against Humanity's enemies has helped liberate Imperial worlds through fire and blood. You have pushed back the hateful tide of heretics, mutants and xenos, but in spreading the Emperor's light you have discovered new vistas of invasion and corruption. Honour demands you cannot stop now.

- You have completed one Oathsworn Campaign and promoted one or more **CHARACTERS** to Chapter Command.
- You have won two or more battles.



OATHSWORN VICTORS

Proving the nobility of your Chapter in the Emperor's service, your force has won a tally of victories. Bastions of Mankind's foes have been breached, invasions held and pushed back, and abominations purged. Your experienced warriors have been highly honoured by their Chapter, but with each surge into the darkness, your foes – and the chances to lay them low – multiply.

- You have completed three Oathsworn Campaigns and promoted two or more **CHARACTERS** to Chapter Command.
- You have won six or more battles.
- You have replaced one or more units as described in the Reserve and Battle Company Assignment section (see Assignment and Promotion).




OATHSWORN VETERANS



Your heroic battle-brothers have visited death and destruction upon worlds thought beyond the Imperium's reach. Your Chapter lords lead blistering assaults of veteran battle-brothers in strikes so swift and overwhelming that none may stay their wrath. You are the vengeance of the Emperor made manifest and a shining exemplar of your gene-sire's martial doctrines!

- You have completed five Oathsworn Campaigns and promoted five or more **CHARACTERS** to Chapter Command.
- You have won ten or more battles.
- You have replaced three or more units as described in the Reserve and Battle Company Assignment and/or 1st Company Promotion sections (see Assignment and Promotion).

Oathsworn Campaign Tracker




Mission:
.....
Battle Size:
.....
Battle Won:
.....
Agenda 1:
.....
Agenda 2:
.....
Bonus Agenda:
.....





Honour Points Earned

Battle 1




Mission:
.....
Battle Size:
.....
Battle Won:
.....
Agenda 1:
.....
Agenda 2:
.....
Bonus Agenda:
.....





Honour Points Earned

Battle 2




Mission:
.....
Battle Size:
.....
Battle Won:
.....
Agenda 1:
.....
Agenda 2:
.....
Bonus Agenda:
.....





Honour Points Earned

Battle 3



Mission:
.....
Battle Size:
.....
Battle Won:
.....
Agenda 1:
.....
Agenda 2:
.....
Bonus Agenda:
.....



Honour Points Earned

Battle 4

POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

Adrax Agatone 1 model..... 95 pts	Chaplain 1 model..... 65 pts	Impulsor 1 model..... 85 pts
Appressor Squad 3 models..... 110 pts 6 models..... 220 pts	Chaplain in Terminator Armour 1 model..... 85 pts	Inceptor Squad 3 models..... 110 pts 6 models..... 220 pts
Ancient 1 model..... 55 pts	Chaplain on Bike 1 model..... 75 pts	Incursor Squad 5 models..... 90 pts 10 models..... 180 pts
Ancient in Terminator Armour 1 model..... 85 pts	Chaplain with Jump Pack 1 model..... 85 pts	Infarnus Squad 5 models..... 95 pts 10 models..... 190 pts
Apothecary 1 model..... 55 pts	Chief Librarian Tigurius 1 model..... 85 pts	Infiltrator Squad 5 models..... 90 pts 10 models..... 180 pts
Apothecary Biologis 1 model..... 55 pts	Company Heroes 4 models..... 95 pts	Intercessor Squad 5 models..... 95 pts 10 models..... 190 pts
Assault Intercessor Squad 5 models..... 90 pts 10 models..... 180 pts	Darnath Lysander 1 model..... 110 pts	Invader ATV 1 model..... 75 pts
Assault Intercessors with Jump Packs 5 models..... 90 pts 10 models..... 180 pts	Desolation Squad 5 models..... 120 pts 10 models..... 240 pts	Invictor Tactical Warsuit 1 model..... 155 pts
Ballistus Dreadnought 1 model..... 160 pts	Devastator Squad 5 models..... 120 pts 10 models..... 200 pts	Iron Father Feirros 1 model..... 105 pts
Bladeguard Ancient 1 model..... 50 pts	Dreadnought 1 model..... 155 pts	Judiciar 1 model..... 70 pts
Bladeguard Veteran Squad 3 models..... 100 pts 6 models..... 200 pts	Drop Pod 1 model..... 65 pts	Kayvaan Shrike 1 model..... 110 pts
Brutalis Dreadnought 1 model..... 210 pts	Eliminator Squad 3 models..... 85 pts	Kor'sarro Khan 1 model..... 70 pts
Captain 1 model..... 70 pts	Eradicator Squad 3 models..... 95 pts 6 models..... 190 pts	Land Raider 1 model..... 260 pts
Captain in Gravis Armour 1 model..... 85 pts	Firestrike Servo-turrets 1 model..... 75 pts 2 models..... 150 pts	Land Raider Crusader 1 model..... 245 pts
Captain in Phobos Armour 1 model..... 75 pts	Gladiator Lancer 1 model..... 135 pts	Land Raider Redeemer 1 model..... 280 pts
Captain in Terminator Armour 1 model..... 95 pts	Gladiator Reaper 1 model..... 145 pts	Librarian 1 model..... 65 pts
Captain Sicarius 1 model..... 85 pts	Gladiator Valiant 1 model..... 145 pts	Librarian in Phobos Armour 1 model..... 75 pts
Captain with Jump Pack 1 model..... 95 pts	Hammerfall Bunker 1 model..... 175 pts	Librarian in Terminator Armour 1 model..... 90 pts
Centurion Assault Squad 3 models..... 170 pts 6 models..... 340 pts	Heavy Intercessor Squad 5 models..... 115 pts 10 models..... 230 pts	Lieutenant 1 model..... 65 pts
Centurion Devastator Squad 3 models..... 200 pts 6 models..... 400 pts	Hellblaster Squad 5 models..... 125 pts 10 models..... 250 pts	Lieutenant in Phobos Armour 1 model..... 60 pts

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values so that you can enjoy the most balanced and exciting games of Warhammer 40,000. Scan this QR code to see the latest points values for your army.



DETACHMENT ENHANCEMENTS

1st Company Task Force

Fear Made Manifest.....	30 pts
Iron Resolve.....	15 pts
Rites of War.....	10 pts
The Imperium's Sword.....	25 pts

Anvil Siege Force

Architect of War.....	25 pts
Fleet Commander.....	15 pts
Indomitable Fury.....	20 pts
Stoic Defender.....	15 pts

Firestorm Assault Force

Adamantine Mantle.....	20 pts
Champion of Humanity.....	10 pts
Forged in Battle.....	15 pts
War-tempered Artifice.....	25 pts

Gladius Task Force

Adept of the Codex.....	20 pts
Artificer Armour.....	10 pts
Fire Discipline.....	25 pts
The Honour Vehement.....	15 pts

Ironstorm Spearhead

Adept of the Omnissiah.....	25 pts
Master of Machine War.....	20 pts
Target Augury Web.....	40 pts
The Flesh Is Weak.....	10 pts

Stormlance Task Force

Feinting Withdrawal.....	20 pts
Fury of the Storm.....	25 pts
Hunter's Instincts.....	10 pts
Portents of Wisdom.....	15 pts

Vanguard Spearhead

Execute and Redeploy.....	20 pts
Ghostweave Cloak.....	15 pts
Shadow War Veteran.....	30 pts
The Blade Driven Deep.....	25 pts

Lieutenant in Reiver Armour

1 model.....	65 pts
--------------	--------

Lieutenant with Combi-weapon

1 model.....	70 pts
--------------	--------

Marneus Calgar

1 model.....	200 pts
--------------	---------

Outrider Squad

3 models.....	120 pts
6 models.....	240 pts
Invader ATV.....	+75 pts

Pedro Kantor

1 model.....	100 pts
--------------	---------

Predator Annihilator

1 model.....	120 pts
--------------	---------

Predator Destructor

1 model.....	130 pts
--------------	---------

Razorback

1 model.....	90 pts
--------------	--------

Redemptor Dreadnought

1 model.....	220 pts
--------------	---------

Reiver Squad

5 models.....	95 pts
10 models.....	190 pts

Repulsor

1 model.....	190 pts
--------------	---------

Repulsor Executioner

1 model.....	220 pts
--------------	---------

Rhino

1 model.....	75 pts
--------------	--------

Roboute Guilliman

1 model.....	345 pts
--------------	---------

Scout Squad

5 models.....	70 pts
10 models.....	140 pts

Sternguard Veteran Squad

5 models.....	100 pts
10 models.....	200 pts

Storm Speeder Hailstrike

1 model.....	130 pts
--------------	---------

Storm Speeder Hammerstrike

1 model.....	150 pts
--------------	---------

Storm Speeder Thunderstrike

1 model.....	150 pts
--------------	---------

Stormhawk Interceptor

1 model.....	155 pts
--------------	---------

Stormraven Gunship

1 model.....	240 pts
--------------	---------

Stormtalon Gunship

1 model.....	165 pts
--------------	---------

Suppressor Squad

3 models.....	95 pts
---------------	--------

Tactical Squad

10 models.....	165 pts
----------------	---------

Techmarine

1 model.....	60 pts
--------------	--------

Terminator Assault Squad

5 models.....	195 pts
10 models.....	390 pts

Terminator Squad

5 models.....	200 pts
10 models.....	400 pts

Tor Garadon

1 model.....	100 pts
--------------	---------

Uriel Ventris

1 model.....	75 pts
--------------	--------

Vanguard Veteran Squad with Jump Packs

5 models.....	125 pts
10 models.....	250 pts

Vindicator

1 model.....	195 pts
--------------	---------

Vulkan He'stan

1 model.....	85 pts
--------------	--------

Whirlwind

1 model.....	115 pts
--------------	---------



Space Marines are genetically augmented warriors created as Humanity's ultimate shock troops. Formally known as the Adeptus Astartes, the Space Marines have helped to defend the Imperium of Mankind for ten thousand years. They go to war armed and armoured with the best wargear the Imperium can provide, complementing their enhanced strength, speed and resilience. They are steeled in mind, body and soul to endure ceaseless war, facing the most monstrous threats throughout the galaxy and knowing no fear. These steadfast warrior knights each belong to a Chapter. Each of these close-knit brotherhoods dispatch strike forces of Space Marines, supported by transport vehicles, battle tanks and combat walkers, hurtling attack craft and powerful artillery in lightning assaults of blistering speed and power. All fear them as the Angels of Death, for the Space Marines are the Emperor's fury made manifest.

INSIDE YOU WILL FIND:

- The legendary origins and battle-filled histories of the Space Marine Chapters, along with details of the wars and crusades that these heroic brotherhoods wage in defence of Humanity.
- All the rules you will need to assemble your collection of Space Marine Citadel miniatures into a shockingly effective tabletop army ready to engage in Combat Patrol, Crusade or matched play games of Warhammer 40,000.
- An impressive showcase of expertly painted Citadel miniatures that displays the Space Marines in all their heraldic nobility, as well as a step-by-step painting guide to get your own collection Battle Ready and into action on the tabletop battlefield.

ISBN 978-1-80457-238-2



9 781804 572382 >



DESIGNED
IN THE UK

PRINTED
IN CHINA

60 03 01 01 061



WARHAMMER.COM

Manufactured by:
Games Workshop Limited
Willow Road, Nottingham
NG7 2WS, UK

European address:
Games Workshop Limited - Irish Branch
Unit 3, Lower Liffey Street
Dublin 1, D01 K199, Ireland