

CAPTAIN WITH RELIC SHIELD

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



Skilled warriors and strategists, Captains lead their battle-brothers into the fires of war. Their tactical expertise allows these officers to get the very best from their warriors. Meanwhile, their own martial prowess and masterwork wargear ensure that Captains cut a red swathe through the foe wherever they choose to strike.

RANGED WEAPONS

RANGE	A	BS	S	AP	D	
Heavy bolt pistol [CLOSE-QUARTERS]	18"	1	2+	4	-1	1

MELEE WEAPONS

RANGE	A	WS	S	AP	D	
Master-crafted power weapon	Melee	6	2+	5	-2	2

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**

WARGEAR ABILITIES

Relic Shield: This model has +1W (included in profile).

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Rites of Battle (Once per battle round, per army): When a **strategem** targets this unit, you can reduce its cost by 1CP for that use.

Finest Hour (Once per battle): In the Fight phase, when this unit is **selected to fight**, this model's melee weapons have the following until the end of the phase:

- +3 A
- [DEVASTATING WOUNDS]

UNIT COMPOSITION

- 1 Captain with Relic Shield

This model is equipped with: 1 heavy bolt pistol; 1 master-crafted power weapon; 1 relic shield

KEYWORDS: **INFANTRY**; **CHARACTER**; **EXPLOSIVES**; **IMPERIUM**; **TACTICUS**; **CAPTAIN WITH RELIC SHIELD**



FACTION KEYWORDS:
ADEPTUS ASTARTES

CHAPLAIN WITH JUMP PACK

M T SV W LD OC

12" 4 3+ 4 5+ 1

4+ INSV



Bellowing vox-amplified oaths and catechisms of war, Chaplains stoke the fires of wrath within their battle-brothers' hearts. Those equipped with jump packs plunge into combat on trails of fire, smiting their foes with thunderous blows from their crozius arcanum while the force fields of their rosarius shield them from harm.

RANGED WEAPONS

RANGE	A	BS	S	AP	D	
Absolver bolt pistol [CLOSE-QUARTERS]	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 INTERCESSORS WITH JUMP PACKS**; **VANGUARD VETERAN SQUAD WITH JUMP PACKS**

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Oath of Moment**

Litany of Hate: This unit's melee weapons have +1 to wound rolls.

Exhortation of Rage: In the Fight phase, when this unit is **selected to fight**, you can select one enemy unit it is **engaged** with and roll one D6, and on a result of:

- **4-5:** That enemy unit suffers D3 **mortal wounds**.
- **6:** That enemy unit suffers 3 **mortal wounds**.

UNIT COMPOSITION

- 1 Chaplain with Jump Pack

This model is equipped with: 1 absolver bolt pistol; 1 crozius arcanum

KEYWORDS: **INFANTRY; CHARACTER; JUMP PACK; FLY; IMPERIUM; CHAPLAIN WITH JUMP PACK**



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIBRARIAN

M

6"

T

4

SV

3+

W

4

LD

6+

OC

1

4+

INSV



Librarians use their honed psychic powers to channel the fury of the Warp into energy blasts and shimmering supernatural shields. The thrumming force weapons they wield also focus these energies, allowing Librarians to deliver punishing blows at close quarters that shatter bones and banish their enemies' souls from their bodies.



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Bolt pistol [CLOSE-QUARTERS]

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; EXPLOSIVES; PSYKER; IMPERIUM; TACTIGUS; LIBRARIAN

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Psychic Hood: This unit has **Feel No Pain 4+** against psychic attacks and abilities.

Mental Fortress: This unit has a 4+ **InSv**.

UNIT COMPOSITION

- 1 Librarian

This model is equipped with: 1 bolt pistol; 1 smite; 1 force weapon



FACTION KEYWORDS:
ADEPTUS ASTARTES

ANCIENT

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



The sight of an honoured banner held high amidst the smoke and fury of battle can inspire Space Marines to superhuman acts of valour. The honour of bearing these precious Chapter relics to war falls to the Ancients, who would rather die than let their standards fall into enemy hands.



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [CLOSE-QUARTERS]	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

SUPPORT

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

KEYWORDS: INFANTRY; CHARACTER; EXPLOSIVES; IMPERIUM; TACTICUS; ANCIENT

ABILITIES

CORE: **Support**

FACTION: **Oath of Moment**

Relic Banner: This unit has +1 OC.

Unbreakable Resolve: While this model is within range of an **objective** or within 6" of the centre of the battlefield, it has **Feel No Pain 4+**.

UNIT COMPOSITION

- 1 Ancient

This model is equipped with: 1 bolt pistol; 1 bolt rifle; 1 close-combat weapon



FACTION KEYWORDS:
ADEPTUS ASTARTES

INTERCESSOR SQUAD

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



Serving as the mainstay of the Chapter's battle line, Intercessors are tough, flexible, highly skilled and capable of laying down withering hails of fire. Bolt rifles booming, Intercessors are equally effective whether advancing to seize vital strategic positions from the foe, or digging in to hold ground already claimed.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [CLOSE-QUARTERS]	12"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1
Grenade launcher – frag [BLAST]	24"	D3	3+	4	0	1
Grenade launcher – krak	24"	1	3+	9	-2	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainsword	Melee	5	3+	4	-1	1
Close-combat weapon	Melee	3	3+	4	0	1

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

KEYWORDS: INFANTRY; BATTLELINE; EXPLOSIVES; IMPERIUM; TACTICUS; INTERCESSOR SQUAD

ABILITIES

FACTION: **Oath of Moment**

Objective Secured: At the end of your Command phase, if this unit controls an **objective**, that **objective** is **secured** by your army.

Hail of Bolts: In your Shooting phase, when this unit is **selected to shoot** you can select one enemy unit **visible** to this unit. While making attacks, this unit's bolt rifles that targeted that selected unit have +2 **A**.

UNIT COMPOSITION

- 1 Intercessor Sergeant
- 9 Intercessors

Every model is equipped with: 1 bolt pistol; 1 bolt rifle; 1 close-combat weapon

The Intercessor Sergeant is equipped with: 1 chainsword

1 Intercessor is equipped with: 1 grenade launcher






FACTION KEYWORDS:
ADEPTUS ASTARTES

VANGUARD VETERAN SQUAD WITH JUMP PACKS

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



The jump packs of Vanguard Veterans allow them to bound across the battlefield in a series of jet-propelled leaps or drop into the fight from the holds of circling gunships; this helps them counter the gravest threats, fighting with peerless skill and wielding punishing close-quarters weaponry to devastating effect.

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [CLOSE-QUARTERS]	18"	1	3+	4	-1	1
 Plasma pistol – standard [CLOSE-QUARTERS]	12"	D3	3+	7	-2	1
 Plasma pistol – supercharge [CLOSE-QUARTERS, HAZARDOUS]	12"	1	3+	8	-3	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	3	3+	5	-2	2

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

KEYWORDS: **INFANTRY; EXPLOSIVES; JUMP PACK; FLY; IMPERIUM; VANGUARD VETERAN SQUAD WITH JUMP PACKS**

ABILITIES

CORE: **Deep Strike**

FACTION: **Oath of Moment**

Vanguard Assault: In a turn in which this unit made a **charge move**, this unit's melee weapons have [**LETHAL HITS**].

UNIT COMPOSITION

- 1 Vanguard Veteran Sergeant
- 4 Vanguard Veterans

The Vanguard Veteran Sergeant is equipped with: 1 heavy bolt pistol; 1 master-crafted power weapon

3 Vanguard Veterans are equipped with: 1 heavy bolt pistol; 1 master-crafted power weapon

1 Vanguard Veteran is equipped with: 1 plasma pistol; 1 master-crafted power weapon



FACTION KEYWORDS:
ADEPTUS ASTARTES

ERADICATOR SQUAD WITH HEAVY BOLTERS



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

The heavy Mk X Gravis armour of these fire support specialists allows them to weather storms of incoming projectiles. Standing firm, they return fire with their brutal heavy bolters, scything down enemy infantry and blowing apart the foe's light armoured vehicles with well-placed shots to weak spots in their targets' hulls.

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

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

ABILITIES

FACTION: **Oath of Moment**

Overlapping Detonations: In your Shooting phase, when this unit is **selected to shoot** you can select one non-MONSTER/VEHICLE enemy unit **visible** to it. While making attacks, this unit's heavy bolters that targeted that selected unit have **[BLAST 1]**.

UNIT COMPOSITION

- 1 Eradicator Sergeant
- 2 Eradicators

Every model is equipped with: 1 bolt pistol; 1 heavy bolter; 1 close-combat weapon

KEYWORDS: **INFANTRY; IMPERIUM; GRAVIS; ERADICATOR SQUAD; ERADICATOR SQUAD WITH HEAVY BOLTERS**



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND SPEEDER

M	T	SV	W	LD	OC
14"	8	3+	9	6+	3



Streaking over the battlefield on humming anti-grav engines, the Land Speeder performs blistering attack runs to rake the enemy with shots then darts away before the foe can respond. It is a valuable rapid reconnaissance asset for Space Marine forces in the field and excels in providing highly mobile fire support.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy flamer [TORRENT]	12"	D6	N/A	5	-1	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Onslaught gatling cannon [DEVASTATING WOUNDS]	24"	8	3+	5	0	1
Stormfury missile launcher	48"	1	3+	12	-3	D6+1

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

WARGEAR OPTIONS

- This model can have its 1 onslaught gatling cannon replaced with 1 heavy flamer.

ABILITIES

CORE: **Deep Strike**

FACTION: **Oath of Moment**

Purgation Run: In your Shooting phase, after this unit has shot, it can make a **normal move** of up to D6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

UNIT COMPOSITION

- 1 Land Speeder

This model is equipped with: 1 multi-melta; 1 onslaught gatling cannon; 1 stormfury missile launcher; 1 close-combat weapon

KEYWORDS: VEHICLE; FLY; IMPERIUM; LAND SPEEDER



FACTION KEYWORDS:
ADEPTUS ASTARTES