



SPACE MARINES

FACTION PACK: VERSION 1.8

Legal for matched play from 6th May 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

WHAT'S NEW?

Armoured Speartip Detachment:

- Rapid Deployment rule – change to:
'Each time an **ADEPTUS ASTARTES** unit from your army disembarks from a **TRANSPORT** (excluding **FLY**) that made a Normal or Advance move this phase (excluding those that arrived from Strategic Reserves), that disembarked unit can make a Normal move of up to D6", or a Normal move of up to D3+3" instead if that **TRANSPORT** is a **HEAVY TRANSPORT** (see below).'
- Keywords section – change to:
'**ADEPTUS ASTARTES TRANSPORT** units from your army (excluding **FLY**) that have a Wounds characteristic of 14+ have the **HEAVY TRANSPORT** keyword.'
- Tip of the Spear Enhancement – change to:
'**ADEPTUS ASTARTES** model only. If the bearer starts the battle embarked within a **TRANSPORT**, that **TRANSPORT** has the **Scouts 6"** ability.'
- Machine Wrath Stratagem – change to:
'WHEN: Any phase, just after a **HEAVY TRANSPORT** unit from your army with the **Deadly Demise** ability is destroyed.
TARGET: That **HEAVY TRANSPORT** unit, if you rolled a 6 for its **Deadly Demise** ability. You can use this Stratagem on that unit even though it was just destroyed.
EFFECT: Your unit can make a Normal or Fall Back move before its **Deadly Demise** ability is resolved, and before any embarked units perform an Emergency Disembarkation. When making this move, your unit can move through enemy models (excluding **MONSTERS** and **VEHICLES**) and can move within Engagement Range of such models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.'

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ARMoured SPEARTIP

The largest and most powerful vehicles in the armouries of Adeptus Astartes Chapters combine the firepower of a true battle tank with the carrying capacity of an armoured transport to bear Space Marines into the heart of battle. Land Raiders slam through walls, toppling buildings and scattering cowering infantry before dropping their assault ramps and deploying battle-brothers into the midst of stunned foes. Repulsors obliterate bunker lines and screening units with their suite of heavy weapons before unloading their complements of warriors. Meanwhile, Stormraven Gunships descend from the heavens, strafing enemies and dropping further reinforcements onto crucial objectives. When subjected to such a frightening display of combined arms warfare, most foes find their battle lines disordered and broken. By the time a response is mustered, the Space Marines are loading up in their heavy transports once more, destined for the next battle and leaving only ruin in their wake.

DETACHMENT RULE



RAPID DEPLOYMENT

Land Raider, Repulsors and other armoured transports plunge headlong into the heart of enemy formations, weathering heavy firepower to deploy their cargo of elite Space Marines into battle.

Each time an **ADEPTUS ASTARTES** unit from your army disembarks from a **TRANSPORT** (excluding **FLY**) that made a Normal or Advance move this phase (excluding those that arrived from Strategic Reserves), that disembarked unit can make a Normal move of up to D6", or a Normal move of up to D3+3" instead if that **TRANSPORT** is a **HEAVY TRANSPORT** (see below).

KEYWORDS



ADEPTUS ASTARTES TRANSPORT units from your army (excluding **FLY**) that have a Wounds characteristic of 14+ have the **HEAVY TRANSPORT** keyword.

ENHANCEMENTS



LIBERATOR

A dauntless conqueror and liberator of worlds, this intimidating champion inspires confidence in their battle-brothers and abject fear in the enemy.

ADEPTUS ASTARTES model only. If you control an objective marker at the end of your Command phase, and the bearer's unit (or any **HEAVY TRANSPORT** it is embarked within) is within range of that objective marker, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

TIP OF THE SPEAR

This aggressive front-line commander knows the value of speed and decisive manoeuvre.

ADEPTUS ASTARTES model only. If the bearer starts the battle embarked within a **TRANSPORT**, that **TRANSPORT** has the Scouts 6" ability.

SHOCK DEPLOYMENT

From the ramps of armoured transports, elite infantry deploy swiftly, unleashing fire on overawed enemies.

ADEPTUS ASTARTES TERMINATOR or **GRAVIS** model only. In your Shooting phase, each time the bearer's unit is selected to shoot, if it disembarked from a **TRANSPORT** this turn, until the end of the phase, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

ARMoured COMMANDER

This veteran commander of mechanised infantry utilises its manoeuvrability to ensnare the foe.

ADEPTUS ASTARTES model only. Once per turn, in your Movement phase, the bearer can use this Enhancement. If it does, select one friendly **ADEPTUS ASTARTES TRANSPORT** that is in Strategic Reserves. Until the end of the phase, for the purposes of setting up that **TRANSPORT** on the battlefield, treat the current battle round number as being one higher than it actually is.



MACHINE WRATH

ARMoured SPEARTIP – EPIC DEED STRATAGEM

In a last act of vengeance, the doomed crew of this burning transport drive into the midst of the enemy.

1CP

WHEN: Any phase, just after a **HEAVY TRANSPORT** unit from your army with the Deadly Demise ability is destroyed.

TARGET: That **HEAVY TRANSPORT** unit, if you rolled a 6 for its Deadly Demise ability. You can use this Stratagem on that unit even though it was just destroyed.

EFFECT: Your unit can make a Normal or Fall Back move before its Deadly Demise ability is resolved, and before any embarked units perform an Emergency Disembarkation. When making this move, your unit can move through enemy models (excluding **MONSTERS** and **VEHICLES**) and can move within Engagement Range of such models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.



ARMOUR OF CONTEMPT

ARMoured SPEARTIP – STRATEGIC PLOY STRATAGEM

The belligerence of the Adeptus Astartes, combined with their transhuman 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.



RAPID EMBARKATION

ARMoured SPEARTIP – WARGEAR STRATAGEM

With steely discipline, Space Marine battle-brothers mount up swiftly, even as the enemy closes in.

1CP

WHEN: End of the Fight phase.

TARGET: One **ADEPTUS ASTARTES INFANTRY** unit from your army that is not within Engagement Range of one or more enemy units, and one friendly **HEAVY TRANSPORT** it is able to embark within.

EFFECT: If your **ADEPTUS ASTARTES INFANTRY** unit is wholly within 6" of that **HEAVY TRANSPORT**, it can embark within it.



CERAMITE SLEDGEHAMMER

ARMoured SPEARTIP – STRATEGIC PLOY STRATAGEM

The mightiest Space Marine transports are unstoppable on the advance.

1CP

WHEN: Your Movement phase.

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

EFFECT: Until the end of the phase, each time your unit makes a Normal or Advance move, it can move horizontally through terrain features. In addition, if your unit is a **HEAVY TRANSPORT**, when making this move, your unit can move through enemy models (excluding **MONSTERS** and **VEHICLES**) and can move within Engagement Range of such models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.



ADVANCED DEPLOYMENT

ARMoured SPEARTIP – STRATEGIC PLOY STRATAGEM

Coaxing the utmost from roaring engines, transport crews strive to deploy their passengers as close as possible to their assigned objectives.

1CP

WHEN: Your Movement phase.

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

EFFECT: Until the end of the phase, units can disembark from your **TRANSPORT** after it has Advanced. Units that do so count as having made a Normal move this phase, and cannot declare a charge in the same turn (unless your **TRANSPORT** has the Assault Ramp ability), but can otherwise act normally.



PURGATION DOCTRINE

ARMoured SPEARTIP – BATTLE TACTIC STRATAGEM

Emerging from their transports, Space Marine infantry ruthlessly clear enemy positions.

1CP

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 an attack, add 1 to the Hit roll (if your unit disembarked from a **HEAVY TRANSPORT** this turn, add 1 to the Wound roll as well).



HEADHUNTER TASK FORCE

Veteran tank crews pilot their vehicles as though they were extensions of their bodies and wills. The crews lend their multi-spectral auto-senses, transhuman reactions, heightened strategic and tactical awareness, and fearless martial focus. The tanks, meanwhile, contribute bellicose machine spirits, potent weaponry, advanced systems and durable armour. When such crews and their war engines are fielded en masse, the result is an elite armoured formation capable of prosecuting the most complex or high-risk operations whilst eliminating dangerous targets. Be it stalking and felling enemy super-heavy war engines, smashing a path through fortifications or destroying the foes' armour, Space Marine tank crews excel. Under covering fire from Vindicators, squadrons of Predators and Gladiators drive home armoured assaults that overwhelm the foe amidst storms of laser blasts and bolt rounds, leaving only shell-shocked remnants for the infantry to mop up.

DETACHMENT RULE



TARGET SIGHTED

Space Marine crews are relentless in their pursuit of assigned targets, coaxing every last trace of power from their war machines and demonstrating exemplary gunnery even under heavy fire.

Each time a **TANK ACE** unit from your army (see below) 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 that unit.

Each time a **TANK ACE** unit from your army shoots in your Shooting phase, if that unit did not Advance this turn, you can re-roll the Damage roll.

KEYWORDS



ADEPTUS ASTARTES VEHICLE units from your army (excluding **FORTIFICATIONS**, **DROP PODS**, **WALKERS** and units that can **FLY**) have the **TANK ACE** keyword.

In the Muster Armies step, you can select up to three **TANK ACE** units from your army to gain the **CHARACTER** keyword.

Designer's Note: *This means that the selected units can be given Enhancements, and one of them can be selected as your **WARLORD**.*

ENHANCEMENTS



REDOUBTABLE MACHINE SPIRIT

This ancient war machine has endured millennia of battle, and its belligerent machine spirit has only become more obdurate.

ADEPTUS ASTARTES VEHICLE model only. The bearer has a 5+ invulnerable save and, at the end of your Command phase, the bearer regains 1 lost wound.

GUNNERY HONOURS

The crew of this war machine demonstrate exemplary gunnery and have earned the highest honours for their craft.

ADEPTUS ASTARTES VEHICLE model only. Once per phase, you can re-roll one Hit roll, one Wound roll and one Damage roll for the bearer.

FIRESTORM COORDINATORS

This vehicle's fire control systems incorporate ancient yet highly advanced logic engines, which assist the crew in obtaining firing solutions and keeping up an exceptionally rapid rate of fire.

ADEPTUS ASTARTES VEHICLE model only. Ranged weapons equipped by the bearer have the [SUSTAINED HITS 1] ability.

ASTARTES TANK ACE (AURA)

The commander of this battle tank is a storied tank ace whose exploits are the stuff of Chapter legend. Crews who fight at their side are inspired by their aggression and eagerness to join the battle.

ADEPTUS ASTARTES VEHICLE model only. In your Shooting phase, while a friendly **ADEPTUS ASTARTES VEHICLE** unit is within 6" of the bearer, ranged weapons equipped by models in that unit have the [ASSAULT] ability.



ARMOUR OF CONTEMPT

HEADHUNTER TASK FORCE – STRATEGIC PLOY STRATAGEM

The belligerence of the Adeptus Astartes, combined with their transhuman 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.



TARGET WEAK POINT

HEADHUNTER TASK FORCE – BATTLE TACTIC STRATAGEM

Targeting vulnerable joints or seams between armoured plates, Space Marine gunners increase the effectiveness of their weapons.



1CP

WHEN: Your Shooting phase.

TARGET: One **TANK ACE** 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, improve the Armour Penetration characteristic of that attack by 1.

RESTRICTIONS: A unit cannot be targeted with this and the Kill Shot Stratagem in the same phase.



KILL SHOT

HEADHUNTER TASK FORCE – BATTLE TACTIC STRATAGEM

Space Marines are ruthless in culling weakened foes.



1CP

WHEN: Your Shooting phase.

TARGET: One **TANK ACE** 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 an attack that targets a **MONSTER** or **VEHICLE** unit, re-roll a Wound roll of 1. If the target unit is below its Starting Strength, you can re-roll the Wound roll instead.

RESTRICTIONS: A unit cannot be targeted with this and the Target Weak Point Stratagem in the same phase.



RAPID GUNNERY

HEADHUNTER TASK FORCE – STRATEGIC PLOY STRATAGEM

Advanced targeting systems and the skill of transhuman gunners ensure that Space Marine tanks keep up a punishing rate of fire, even when extracting themselves from a press of enemies.



1CP

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, your unit is eligible to shoot in a turn in which it Fell Back.



REACTIVE REPOSITIONING

HEADHUNTER TASK FORCE – STRATEGIC PLOY STRATAGEM

Reacting swiftly to enemy movements, this tank's crew reposition their vehicle, angling armour or taking up an advantageous firing position.



1CP

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

TARGET: One **TANK ACE** unit from your army (excluding units containing one or more models with a Wounds characteristic of 16+) that is within 9" of that enemy unit.

EFFECT: Your unit can make a Normal move of up to D6".



MACHINE VENGEANCE

HEADHUNTER TASK FORCE – EPIC DEED STRATAGEM

Bellicose in the extreme, this vehicle's machine spirit demands immediate vengeance for the hurts it has incurred.



1CP

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

TARGET: One **TANK ACE** unit from your army (excluding units containing one or more models with a Wounds characteristic of 16+) that was selected as the target of one or more 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 visible and an eligible target.



CERAMITE SENTINELS

Some Space Marines – most notably the gene-sons of Dorn – are as lethal when defending a fortified position as they are when attacking suddenly from orbit. These specialists in both offensive and defensive siegecraft can turn even the most bullet-riddled and crumbling ruin into a veritable fortress. Equally, they are expertly trained in picking off foes dug-in behind barricades and ramparts, and in rapidly clearing out garrison forces who believed themselves safe behind their walls. Typically, Space Marines operating in this fashion establish temporary battlefield strongpoints where they can meet and halt the advance of some powerful foe before switching to the offensive the moment the enemy's momentum stalls. Equally, though, on those rare occasions that the Adeptus Astartes are called upon to garrison a true fortress, these forces are as immovable as they are brutal. Shrugging off incoming fire, raining down their own furious volleys in return and launching punishing counterassaults, they destroy all who assail them.

DETACHMENT RULE



ADAPTIVE DEFENCE

These Space Marines are experts in fighting from rapidly prepared defensive positions. They are able to maximise the potential of almost any terrain to serve as an ad-hoc strongpoint, rapidly assessing optimal firing lines and punishing the foe's every attempt to advance and dislodge them.

Each time an **ADEPTUS ASTARTES** model from your army makes an attack, if that model's unit is within a terrain feature, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

ADEPTUS ASTARTES units from your army gain the **ENTRENCHED** keyword while all of the following are true:

- That unit is within a terrain feature.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

ENHANCEMENTS



HONOUR INDEFATIGABLE

This rare honour badge celebrates a warrior who refuses to give up, even in the face of apparently certain death.

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.

CASTELLUM OMNIVOX

This unique vox-and-augur augmetic provides the bearer with unparalleled tactical data vital to coordinating an aggressive defence in battle.

ADEPTUS ASTARTES model only. Each time the bearer's unit makes a Fall Back move, select one of the following to apply to that unit until the end of the turn:

- That unit is eligible to perform an Action in a turn in which it Fell Back.
- That unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

SPY-SKULL DATA LINK

Several artificer-crafted and heavily shrouded servo-skulls are tethered to this device, their linked visual feeds making the bearer nigh impossible to evade.

ADEPTUS ASTARTES model only. Ranged weapons equipped by models in the bearer's unit have the **[IGNORES COVER]** ability.

DEFENSIVE MASTERY

Few officers of the Chapter can match this commander's talent for cunning defensive troop dispositions.

ADEPTUS ASTARTES model only. After both players have deployed their armies, select up to three **ADEPTUS ASTARTES** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.



UNYIELDING MIGHT

CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM

Knowing that this strategically vital site must be secure for the defence lines to hold, Space Marines stand indomitable in the face of the foe.

WHEN: Command phase.

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

EFFECT: Until the start of your next Command phase, add 1 to the Objective Control characteristics of models in your unit.



PRIORITY STRIKE

CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM

Eliminating key enemy assets is crucial to stalling then reversing the foe's momentum.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **ADEPTUS ASTARTES INFANTRY** or **ADEPTUS ASTARTES MOUNTED** 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 **CHARACTER**, **MONSTER** or **VEHICLE** unit, you can re-roll the Wound roll.



ARMOUR OF CONTEMPT

CERAMITE SENTINELS – 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.



STAND TO THE END

CERAMITE SENTINELS – EPIC DEED STRATAGEM

Aware of how vital it is that the defence line holds, these warriors fight even to their last breath.

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, roll one D6, adding 1 to the result if it is an **ENTRENCHED** unit: on a 4+, do not remove it from play. That destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.



AUGMENTED TARGETING

CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM

Auto-sense targeting subroutines specially adapted for defensive fire patterns aid these warriors' aim.

WHEN: Your Shooting phase.

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

EFFECT: Select either the [SUSTAINED HITS 1] or [LETHAL HITS] abilities. Until the end of the phase, ranged weapons equipped by models in your unit have the selected ability. If your unit is **ENTRENCHED**, until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] and [LETHAL HITS] abilities instead.



EVASIVE REPOSITIONING

CERAMITE SENTINELS – STRATEGIC PLOY STRATAGEM

Codex doctrine when conducting an aggressive defence is to swiftly take up new positions whenever the foe finds your range.

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

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

EFFECT: Your unit can make a Normal move of up to D6". If your unit is **ENTRENCHED**, you can re-roll the D6 to determine how far your unit can move.



BLADE OF ULTRAMAR

No Chapter better embodies the Codex Astartes' teachings than the Ultramarines, and no officer amongst their ranks more perfectly employs those lessons than Marneus Calgar. Under the deft command of the Chapter Master, squads of Ultramarines alloy their battlefield roles of veteran, battle line, close support and fire support, becoming a relentless machine of destruction. From squad-level tactics up to their sweeping battlefield strategy, Calgar's warriors fight as though they were already privy to the foe's plans and have adapted a countermeasure for every last cut and thrust. Orchestrated with the Chapter Master's flowing strategic genius, the plan unfolds like multi-layered, adaptive clockwork until the last of the enemy are naught but bodies and wreckage to be crushed beneath Calgar's armoured boots.

DETACHMENT RULE



MASTERED DOCTRINES

Marneus Calgar deploys the complete and nuanced wisdom of the Codex Astartes as easily and instinctively as drawing breath.

At the start of up to three of your Command phases, 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 cannot select a Combat Doctrine you have already selected this battle, unless a friendly **MARNEUS CALGAR** model is on the battlefield.

Devastator Doctrine

The Codex Astartes details the strategic value of overwhelming firepower.

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

Tactical Doctrine

The Codex lays out strategies for seizing the initiative.

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 must be delivered with a decisive close-quarters strike.

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

RESTRICTIONS



Your army can include **ULTRAMARINES** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS



ARMOUR OF ANTONINUS

Originally worn by a storied Captain of the Ultramarines' First Company, this artificer armour is bestowed by the Chapter Master himself upon a worthy wearer.

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

OATH OF MACRAGGE

Amongst the most solemn and binding oaths an Ultramarine can swear, it is a rare honour to enter battle with these words affixed to their armour.

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.

STUDENT OF THE CODIX

This prodigal officer has focused upon one aspect of the Codex Astartes and means to master its every aspect before moving on to the next.

ADEPTUS ASTARTES model only. At the start of your Command phase, if the bearer is on the battlefield, it can use this Enhancement. If it does, until the start of your next Command phase, the Tactical Doctrine is active for this unit (instead of any other Combat Doctrine you select to be active for your army, and even if there is no Combat Doctrine active for your army).

VETERAN OF BEHEMOTH

Having battled the Tyranid swarms since their first galactic invasion, this veteran officer knows well the benefit of efficient and overwhelming firepower.

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, you can re-roll Advance rolls made for that unit.



ARMOUR OF CONTEMPT

BLADE OF ULTRAMAR – 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.



TACTICAL FORESIGHT

BLADE OF ULTRAMAR – EPIC DEED STRATAGEM

With the enemy's countermeasures and responses predicted and allowed for in advance, the Ultramarines can weather their most ferocious 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 or equal to the Toughness characteristic of that unit, subtract 1 from the Wound roll.



COURAGE AND HONOUR!

BLADE OF ULTRAMAR – BATTLE TACTIC STRATAGEM

Roaring their famed battle cry, the Ultramarines hurl themselves into the fight, striving all the harder to prevail beneath the unwavering eye of their Chapter Master.

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.



ULTRAMARINE ADAPTIVITY

BLADE OF ULTRAMAR – STRATEGIC PLOY STRATAGEM

No Chapter's warriors know better the breadth – theoretical and practical – of the Codex Astartes' teachings, and how these can and should be adapted to ensure 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 your unit instead of any other Combat Doctrine that is active for your army, even if you have already selected that Combat Doctrine this battle.



EXEMPLARY VIGILANCE

BLADE OF ULTRAMAR – BATTLE TACTIC STRATAGEM

Long have the Ultramarines guarded both Ultramar and the wider Imperium. No foe can hide from their vengeful gaze or evade the reach of their wrath.

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 [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.



PRACTICAL TACTICS

BLADE OF ULTRAMAR – STRATEGIC PLOY STRATAGEM

After rapidly making a theoretical assessment of the foes' probable next moves, the Ultramarines apply practical repositioning to counter them.

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 not within Engagement Range of one or more enemy units and 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.





HAMMER OF AVERNII

The most veteran warriors of the Iron Hands Chapter, Clan Company Avernii are as merciless as they are unstoppable in battle. Marching relentlessly into the teeth of the foe, grim-faced Terminators and heavily augmented Sternguard Veterans sweep the enemy lines with targeting cogitators before eliminating their victims with unmerciful precision. Vanguard and Bladeguard Veterans tap into the volcanic ferocity that always boils – tightly contained – within the hearts of every Iron Hand, launching piledriver assaults into the heart of the enemy lines and slaughtering everything in reach. In the centre of the carnage is Caanok Var himself. He is the ironwrought cogitator that directs the flow of battle, the thundering reactor that fires the ire of his battle-brothers and the piston-driven bludgeon that reduces the foe to bloodied ruin.

DETACHMENT RULE



CALCULATED ANNIHILATION

Heavily enhanced with augmetics and the weight of many years of combat experience to aid them, the veteran warriors of Clan Company Avernii ruthlessly select and destroy their targets.

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 a Wound roll of 1.

RECALCULATING

Caanok Var ensures every bolt shell is directed where it serves the greatest purpose.

Once per battle round, after your Oath of Moment target is destroyed, if a **CAANOK VAR** model from your army is on the battlefield, select one enemy unit visible to that model. That enemy unit becomes your Oath of Moment target until you select a new one.

RESTRICTIONS



Your army can include **IRON HANDS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS



SPIRITUS FERRUM

This ancient augmetic empowers its bearer – and in extremis even their comrades – with the fury of the motive force.

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.

MEDUSAN ROAR (AURA)

Mounted in the warrior's gorget, this device amplifies their battle cries into terrifying sonic shock waves.

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.

IRON LAUREL

A subcutaneous cranial honour relic, this device contains a strategic orbital upload relay.

ADEPTUS ASTARTES 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.

STEEL FONT

An advanced auto-chirurgian claimed by legend to be the product of Ferrus Manus' own labours, this device rapidly reknits sundered flesh and armour alike.

ADEPTUS ASTARTES TERMINATOR model only. While the bearer is leading a unit, in your Command phase, you can return 1 destroyed Bodyguard model to that unit.



ARMOUR OF CONTEMPT

HAMMER OF AVERNII – 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.



RUTHLESS BUTCHERY

HAMMER OF AVERNII – BATTLE TACTIC STRATAGEM

The Iron Hands elite kill with machine-like relentlessness, and the tempo of slaughter only increases if they have losses of their own to avenge.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One ADEPTUS ASTARTES DREADNOUGHT, 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 Starting Strength, add 1 to the Wound roll as well.



DOMINATOR BEACON

HAMMER OF AVERNII – STRATEGIC PLOY STRATAGEM

These custom-built servo-skulls detach from augmetic tethers as the Iron Hands pass, settling into sentry patterns around vital strategic sites.

WHEN: Your Movement phase.

TARGET: One ADEPTUS ASTARTES DREADNOUGHT, 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 end of a phase.



COGITATED FEROCITY

HAMMER OF AVERNII – STRATEGIC PLOY STRATAGEM

Running endless up-to-the-second cogitations of their foes' weak spots and vulnerabilities, Avernii veterans place every blow with punishing precision.

WHEN: Your Fight phase.

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

EFFECT: Select either the [SUSTAINED HITS 1] or [LETHAL HITS] abilities. Until the end of the phase, melee weapons equipped by models in your unit have the selected ability.



AUGMETIC FORTITUDE

HAMMER OF AVERNII – BATTLE TACTIC STRATAGEM

Gene-wrought flesh reinforced by hardened augmetics and adamantine armour, the warriors of Clan Company Avernii exhibit high-supernatural resilience.

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.



DROPSHIP EXTRACTION

HAMMER OF AVERNII – STRATEGIC PLOY STRATAGEM

Terminators withdraw from the fight during a lull, board airborne transports and prepare their next assault.

WHEN: End of your opponent's Fight phase.

TARGET: One ADEPTUS ASTARTES TERMINATOR unit from your army. You cannot target a unit that is within Engagement Range of one or more enemy units.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.



SPEARPOINT TASK FORCE

When Suboden Khan rides to war, he is accompanied by the cream of the Chapter. Some go to war mounted on Raider-pattern bikes, forming the lance tip by which the enemy line is broken. Stormspeeders skim overhead, harassing the enemy with fire, whilst elite infantry scramble from their transports to exploit the salients their mounted brothers have opened. The First Khan orchestrates these assaults and sweeping flanking manoeuvres from the saddle of his grav bike. He leads from the front, raking the enemy with fire before plunging into their ranks.

DETACHMENT RULE



STORM-SWIFT ONSLAUGHT

The White Scars are masters of high-speed tactics and hit-and-run warfare. They do battle on the move and from the saddle, outwitting their enemies with breakneck manoeuvres and melting away one moment only to crash home with bone-crushing force the next.

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

WRATH OF THE FIRST KHAN

As swift and violent as a raging tempest, Suboden Khan drives into and through the heart of the enemy like a thrust lance.

At the end of the Fight phase, if a **SUBODEN KHAN** unit from your army destroyed one or more enemy units this phase and is not within Engagement Range of one or more enemy units, that unit can make a Normal move of up to 6".

RESTRICTIONS



Your army can include **WHITE SCARS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS



SPEARPOINT PARAGON

Decades of service within the White Scars First Company have helped this superlative warrior master the violent arts of high-speed combat.

ADEPTUS ASTARTES 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.

STORMSEERS' WISDOM

The Chapter's Librarians have made this champion privy to omens of great threats in future wars. Armed with this knowledge, they lead their warriors to war 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.

HUNTER'S EYE

This augmetic eye enhances the user's visual spectrum, enabling them to pinpoint heat signatures and cogitate appropriate firing solutions.

ADEPTUS ASTARTES model only. Ranged weapons equipped by models in the bearer's unit have the [SUSTAINED HITS 1] and [IGNORES COVER] abilities.

CHOGORIAN HUNTMASTER

This mounted huntsman knows well the importance of manoeuvre, outflanking the enemy and ambushing unsuspecting foes from the flanks and rear, 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.



ARMOUR OF CONTEMPT

SPEARPOINT 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.



1CP



SPEAR THRUST AND SABRE SWING

SPEARPOINT TASK FORCE – BATTLE TACTIC STRATAGEM

Some foes can be ended with a single charge. Others require sustained savagery to fell. The White Scars are adept at both methods of fighting.

WHEN: Fight phase.

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

EFFECT: Select either the [LANCE] or [LETHAL HITS] ability. Until the end of the phase, melee weapons equipped by models in your unit have the selected ability. If it is a MOUNTED unit, until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] and [LETHAL HITS] abilities instead.



1CP



MOBILE LETHALITY

SPEARPOINT TASK FORCE – BATTLE TACTIC STRATAGEM

The White Scars fight their wars at a furious tempo, and their warriors are adept at fire-and-manoevre strategies.

WHEN: Your Movement phase.

TARGET: One ADEPTUS ASTARTES unit from your army.

EFFECT: Until the end of the turn, your unit is eligible to shoot in a turn in which it Advanced or Fell Back.



1CP



HUNTER'S INSTINCTS

SPEARPOINT TASK FORCE – STRATEGIC PLOY STRATAGEM

The White Scars read the ebb and flow of battle with the hungry cunning of raptorial predators, reacting to the enemy's movements with exceptional rapidity.

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

TARGET: One ADEPTUS ASTARTES INFANTRY unit or ADEPTUS ASTARTES MOUNTED unit from your army that is within 9" of that enemy unit. You cannot target a unit that is within Engagement Range of one or more enemy units.

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



1CP



EVASIVE MANOEUVRES

SPEARPOINT TASK FORCE – BATTLE TACTIC STRATAGEM

Battle-brothers of the White Scars Chapter are born and raised in the saddle. Expert pilots and riders all, they weave through incoming fire with instinctive 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.



1CP



WITHDRAW AND REGROUP

SPEARPOINT TASK FORCE – STRATEGIC PLOY STRATAGEM

The riders and pilots sweep away as swiftly as they arrive, regrouping in preparation for their next assault.

WHEN: End of your opponent's Fight phase.

TARGET: One ADEPTUS ASTARTES MOUNTED or ADEPTUS ASTARTES FLY VEHICLE unit from your army that is not within Engagement Range of one or more enemy units.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.



1CP



LIBRARIUS CONCLAVE

The Space Marine psykers that comprise the ranks of the Librarius often stand apart from their battle-brothers, many of whom find their mastery of occult powers disturbing. Yet, despite their misgivings, no Space Marine doubts the might of their Chapter's Librarians. On rare occasions, often in response to daemonic invasion or the machinations of xenos psykers, a group of Librarians may accompany a hand-picked task force to war. When leading squads of transhuman warriors into the fight, such a conclave may enhance their battle-brothers' already supreme strength, speed and endurance with channelled empyric energies, confound their enemies with illusory deceptions, or obliterate the foe in blazing torrents of flame.

DETACHMENT RULE



PSYCHIC DISCIPLINES

Librarians spend their lives mastering psychic disciplines, learning how to manipulate the energies of the Immaterium to confound their foes and embolden their battle-brothers.

At the start of the battle round, select one of the following Psychic Disciplines. Until the end of the battle round, that Psychic Discipline is active and its effects apply to all **ADEPTUS ASTARTES PSYKER** units from your army.

Biomancy Discipline

Add 2" to the Move characteristic of models in this unit.

Divination Discipline

Each time a model in this unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

Pyromancy Discipline

Each time a ranged attack made by a model in this unit targets an enemy unit within 12", improve the Armour Penetration characteristic of that attack by 1.

Telekinesis Discipline

Each time a ranged attack targets this unit, subtract 1 from the Strength characteristic of that attack.

Telepathy Discipline

Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's Weapon Skill or Ballistic Skill characteristics and/or any or all modifiers to the Hit roll.

ENHANCEMENTS



PRESCIENCE

Those who specialise in prognostication may foresee the flow of battle and position their allies accordingly.

ADEPTUS ASTARTES PSYKER model only (excluding **TERMINATOR** models). Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of the bearer's unit, the bearer's unit can make a Normal move of up to D6", or up to 6" instead if the Divination Discipline is active for your army.

CELERITY

The powers of the Immaterium flow through the psyker, heightening his speed and that of his battle-brothers.

ADEPTUS ASTARTES PSYKER model only. The bearer's unit is eligible to declare a charge in a turn in which it Advanced, and if the Biomancy Discipline is active for your army, it is eligible to declare a charge in a turn in which it Fell Back.

OBFUSCATION

By manipulating the minds of the foe, practitioners of telepathy may obfuscate their presence.

ADEPTUS ASTARTES PSYKER model only. Enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit, and if the Telepathy Discipline is active for your army, the bearer's unit cannot be targeted by ranged attacks unless the attacking model is within 18".

FUSILLADE

The Librarian wreathes the ammunition of his allies in armour-eroding halos of azure fire.

ADEPTUS ASTARTES PSYKER model only. Ranged weapons equipped by models in the bearer's unit have the **[ANTI-MONSTER 5+]** and **[ANTI-VEHICLE 5+]** abilities, and:

- The **[SUSTAINED HITS 1]** ability if the Pyromancy Discipline is active for your army.
- Add 6" to the Range characteristic of those weapons if the Telekinesis Discipline is active for your army.



SENSORY ASSAULT

LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM

Paranoia, confusion and panic are heightened to a debilitating degree as the Librarian alters his foes' perceptions.

WHEN: Command phase.

TARGET: One **ADEPTUS ASTARTES PSYKER** unit from your army.

EFFECT: Select one enemy unit that is within 18" of and visible to one **PSYKER** model in your unit. Until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for it. In addition, if the Telepathy Discipline is active for your army, that enemy unit must take a Battle-shock test, subtracting 1 from the result.



ARMOUR OF CONTEMPT

LIBRARIUS CONCLAVE – STRATEGIC PLOY 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.



FIERY SHIELD

LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM

As the enemy closes in for the kill, the psyker manifests his psychic will in a raging inferno that obscures imperilled allies and threatens to immolate any who come close enough to land a blow upon them.

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

TARGET: One **ADEPTUS ASTARTES INFANTRY** or **ADEPTUS ASTARTES MOUNTED** unit from your army that is within 18" of one or more friendly **ADEPTUS ASTARTES PSYKER** models, and 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 if the Pyromancy Discipline is active for your army, weapons that target your unit have the [HAZARDOUS] ability.



IRON ARM

LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM

This Librarian lends skull-shattering weight and impact to melee strikes by transmuting flesh into unyielding metal.

WHEN: Fight phase.

TARGET: One **ADEPTUS ASTARTES INFANTRY** unit from your army that is within 18" of one or more **ADEPTUS ASTARTES PSYKER** models from your army and has not been selected to Fight this phase.

EFFECT: Until the end of the phase, add 1 to the Strength characteristic of melee weapons equipped by models in your unit, or add 2 if the Biomancy Discipline is active for your army.



ASSAIL

LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM

Using nothing but the power of his mind, a Librarian can rip rubble, boulders and other debris from the surrounding terrain and hurl them at the foe.

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS ASTARTES PSYKER** unit from your army that is eligible to shoot.

EFFECT: Select one enemy unit within 18" of and visible to one or more **PSYKER** models in your unit (excluding units with the Lone Operative ability), and roll six D6, adding 1 to each result if the Telekinesis Discipline is active for your army: for each 4+, that enemy unit suffers 1 mortal wound.



PRESCIENT PRECISION

LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM

Sharing some of his prescience with his battle-brothers, a Librarian can guide their fire.

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS ASTARTES PSYKER** 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 an attack, that attack has the [LETHAL HITS] ability, and the [IGNORES COVER] ability as well if the Divination Discipline is active for your army.



FORGEFATHER'S SEEKERS

The Forgefathers of the Salamanders have quested for millennia to find their Primarch's scattered relics. The incumbent Seeker, Vulkan He'stan, will stop at nothing to see his task done. The battle-brothers who fight at their side are masters of short-ranged firefights and close-quarters engagements. These warriors stride into the midst of their foes, immolating them in tempests of flame or blasting them apart with volleys of bolter fire. Only once the enemy have been reduced to ashes does the Forgefather's search truly begin.

DETACHMENT RULE



VULKAN'S QUEST

Tireless in his pursuit of the Primarch's legacy, Forgefather Vulkan He'stan annihilates any who impede his quest. Favouring swift, aggressive assaults, he and his warriors close rapidly with the enemy, destroying them at close range with ruthless efficiency.

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.

SEEKER'S COMPANIONS

If your army includes **VULKAN HE'STAN**, during your turn, each **INFERNUS SQUAD** unit from your army is eligible to do one of the following:

- Start to perform an Action in a turn in which it Advanced.
- Shoot in a turn in which it started to perform an Action.

RESTRICTIONS



Your army can include **SALAMANDERS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS



IMMOLATOR

Steepled in the Promethean Cult, this battle-brother wields the flamer with unparalleled mastery, turning the battlefield into a burning pyre for the corpses of his foes.

ADEPTUS ASTARTES model only. Add 1 to the Attacks characteristics of Torrent weapons equipped by models in the bearer's unit.

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 an unmodified 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.



ARMOUR OF CONTEMPT

FORGEFATHER'S SEEKERS – 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.



CRUCIBLE OF BATTLE

FORGEFATHER'S SEEKERS – BATTLE TACTIC STRATAGEM

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



1CP

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.



WRATHFUL INFERNO

FORGEFATHER'S SEEKERS – STRATEGIC PLOY STRATAGEM

The enemy has closed with your warriors. Now you have them precisely where you want them. Unleash upon them the fires of damnation.



1CP

WHEN: Your Movement phase, just after an **ADEPTUS ASTARTES INFANTRY** unit from your army Falls Back.

TARGET: That unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot in a turn in which it Fell Back.



IMMOLATION PROTOCOLS

FORGEFATHER'S SEEKERS – BATTLE TACTIC STRATAGEM

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



2CP

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 your unit have the [DEVASTATING WOUNDS] ability.



BURNING VENGEANCE

FORGEFATHER'S SEEKERS – BATTLE TACTIC STRATAGEM

To open fire on warriors of the Salamanders is merely to invite one's own swift destruction.



1CP

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

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.



BLAZING EARTH

FORGEFATHER'S SEEKERS – STRATEGIC PLOY STRATAGEM

When faced with an onrushing horde, the Forgefather's warriors set fire to the earth beneath their feet, impeding their advance and throwing them into confusion.



1CP

WHEN: Start of your opponent's Charge phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army equipped with one or more Torrent weapons.

EFFECT: Select one enemy unit (excluding **MONSTERS** and **VEHICLES** and units with the **FLY** keyword) within 12" of and visible to your unit. Until the end of the phase, each time that enemy unit declares a charge, subtract 2 from the Charge roll [this is not cumulative with any other negative modifiers to that Charge roll].



EMPEROR'S SHIELD

Comprising the Chapter's most elite veterans, the Imperial Fists 1st Company – known as the Emperor's Shield – are an indomitable fighting force. Led by First Captain Lysander, the battle-brothers of the 1st favour the application of overwhelming force, striking always where the enemy is strongest, picking out priority targets and shattering them in coordinated assaults. Vanguard Veterans charge into the fray, tearing at exposed flanks and forcing gaps in the enemy line. Meanwhile, the Chapter's Sternguard stride forward to exploit these breaches and seize ground. Lysander and his Terminator bodyguard are always at the centre of the fighting, inserted by Land Raider or orbital teleportarium to rip out the heart of the enemy in stunning and precisely targeted displays of martial might.

DETACHMENT RULE



WRATH OF DORN

Lysander leads the elite of the Imperial Fists to where the fighting is thickest, there to bring ruin to those who would see the walls of the Imperium torn down.

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 a Wound roll of 1.

Each time a model in a **DARNATH LYSANDER** unit from your army makes an attack that targets your Oath of Moment target, you can re-roll the Wound roll.

RESTRICTIONS



Your army can include **IMPERIAL FISTS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS



CHAMPION OF THE FEAST

A victor in the Feast of Blades, this battle-brother is a master of close-quarters fighting.

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 other models in the bearer's unit as well.

DISCIPLE OF RHETORICUS

This battle-brother is well versed in the Book of the Five Spheres, drawing upon the teachings of that ancient treatise to command with clarity and purpose.

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 other models in the bearer's unit as well.

INDOMITABLE CHAMPION

Even seemingly mortal wounds will not turn a son of Dorn from his duty.

ADEPTUS ASTARTES TERMINATOR 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 3 wounds remaining.

MALODRAXIAN STANDARD

Crafted in the aftermath of Lysander's great victory over the Iron Warriors on Malodrax, this gilded banner inspires the Imperial Fists to shatter their foes.

ADEPTUS ASTARTES ANCIENT model only. Each time an attack targets the bearer's unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of the bearer's unit, subtract 1 from the Wound roll.



ARMOUR OF CONTEMPT

EMPEROR'S SHIELD – 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



FURY OF THE FIRST

EMPEROR'S SHIELD – BATTLE TACTIC STRATAGEM

Losses only serve to stoke the fiery wrath of the Imperial Fists and increase their resolve.

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 its Starting Strength, add 1 to the Wound roll as well.



1CP



OBDURATE VENGEANCE

EMPEROR'S SHIELD – BATTLE TACTIC STRATAGEM

Even when established wisdom favours retreat, the Imperial Fists remain defiant. Stubborn to the last, they would give their lives in the name of honour and the destruction of their foes.

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

TARGET: One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD 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, roll one D6: on a 3+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.



1CP



WRATHFUL CONQUERORS

EMPEROR'S SHIELD – STRATEGIC PLOY STRATAGEM

The battle-brothers of the Imperial Fists 1st Company advance with merciless efficiency, eliminating all resistance and staking the Emperor's claim.

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 phase.



1CP



DISCIPLINED EXTERMINATION

EMPEROR'S SHIELD – BATTLE TACTIC STRATAGEM

Masters of bolter drill, the Imperial Fists utilise precise fire patterns to scour their enemies from hiding places and fell them in droves.

WHEN: Your Shooting 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 this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability and improve the Armour Penetration characteristic of such weapons by 1.



1CP



DROPSHIP EXTRACTION

EMPEROR'S SHIELD – BATTLE TACTIC STRATAGEM

Making use of a lull in fighting, Terminator squads pull back from the front line, boarding airborne transports and withdrawing to prepare their next assault.

WHEN: End of your opponent's Fight phase.

TARGET: One ADEPTUS ASTARTES TERMINATOR unit from your army. You cannot target a unit that is within Engagement Range of one or more enemy units.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.



1CP



SHADOWMARK TALON

As Chapter Master of the Raven Guard, Aethon Shaan is a true master of the Trifold Path, utilising ambush, stealth and vigilance with surgical precision. Following his well-laid plans, Scout Squads, Infiltrators and other clandestine warriors penetrate the enemy line to wage guerrilla warfare. As these battle-brothers draw the attention of the foe, the remainder of Shaan's warriors close in for the kill, assassinating officers and bringing down war machines with bursts of pinpoint fire. Before the enemy can react the Raven Guard are on the move once more, slipping into the shadows in preparation for the next targeted attack. Then, when the foe is bloodied and reeling, Shaan launches the main thrust of his assault, sweeping down with jump troops at his side to eviscerate his wounded prey.

DETACHMENT RULE



MASTERS OF SHADOW

The Raven Guard are renowned for their uncanny ability to move unseen, cloaking themselves in darkness as they close in upon their prey.

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.

UNPARALLELED TACTICIAN

A master of manoeuvre warfare, Aethon Shaan orchestrates battles with absolute precision, deploying, withdrawing and redeploying his battle-brothers to pull the enemy out of formation.

Once per battle round, if an **AETHON SHAAN** model from your army is on the battlefield, you can use the Into Darkness Stratagem for 0CP.

RESTRICTIONS



Your army can include **RAVEN GUARD** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS



BLACKWING SHROUD

This mechanical device contains miniaturised refraction fields and electromagnetic interference projectors that distort sensory apparatus, enabling the bearer and their unit to evade detection and infiltrate key positions.

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

CORONAL SUSURRANT

This wreath of circuitry from the Dark Age of Technology forces a whispering white noise into enemy minds and broadcasts.

PHOBOS model only. The bearer has the following ability:

Lord of Deceit (Aura): Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that usage of that Stratagem by 1CP.

UMBRAL RAPTOR

This warrior is a solitary predator whose footsteps are all but silent and whose form is one with the shadows.

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

HUNTER'S INSTINCTS

Those who master the Path of Ambush guide their forces to launch surprise assaults on the enemy with the precise timing of true hunters.

ADEPTUS ASTARTES model only. In your Movement phase, 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.



ARMOUR OF CONTEMPT

SHADOWMARK TALON – 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



LAY LOW THE TYRANTS

SHADOWMARK TALON – BATTLE TACTIC STRATAGEM

In a storm of blade thrusts and bludgeoning strikes, enemy champions and commanders are laid low, leaving their troops in leaderless disarray.

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.



1CP



FEINT AND THRUST

SHADOWMARK TALON – STRATEGIC PLOY STRATAGEM

Retreating from the fight, these warriors lure their enemies on before swiftly turning the tables and hurling themselves into their now overextended foe.

WHEN: Your Movement phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army.

EFFECT: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back. If it is a **PHOBOS** or **SCOUT SQUAD** unit, it is also eligible to shoot and declare a charge in a turn in which it Advanced.



1CP



STUNNING FUSILLADE

SHADOWMARK TALON – BATTLE TACTIC STRATAGEM

From darkness and obscuring cover, Raven Guard battle-brothers open fire as one, striking their unaware targets with precision fire.

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



RAPTORIAL VIGILANCE

SHADOWMARK TALON – BATTLE TACTIC STRATAGEM

The Raven Guard are swift to exploit the movements of their foes, whether to pursue their prey and complete the kill or to make use of an opportunity to fade once more from sight.

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

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.



1CP



INTO DARKNESS

SHADOWMARK TALON – STRATEGIC PLOY STRATAGEM

At the opportune moment, Raven Guard 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. You cannot target a unit that is within Engagement Range of one or more enemy units.

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



1CP



BASTION TASK FORCE

Where Imperial battle lines must hold against ferocious enemy pressure, a task force may be deployed to weather the storm until more numerous forces can move in to secure the area. Such a strategic deployment sees the Adeptus Astartes leverage their redoubtable fortitude and indomitable will to the maximum. They cannot fight battles of attrition, for their lives are too valuable to be wasted in the kind of slugging matches that should be reserved for the Astra Militarum. Instead, the Space Marines rely upon local tactical manoeuvrability and the flexible nature of their core infantry to put the teachings of the Codex Astartes to best use. Aggressive defence, localised counterattacks and frequent, rapid redeployment sees elite squads and heavy assets flawlessly supported by the more numerous battle-line troops.

DETACHMENT RULE



INTERLOCKING TACTICS

Employing the full breadth of combined arms tactics taught by the Codex Astartes, mainstay squads hit and fade, blunting enemy attacks while acquiring auspex data to guide the targeting of their more heavily armed comrades.

ADEPTUS ASTARTES BATTLELINE units from your army:

- Are eligible to shoot and declare a charge in a turn in which they Advanced or Fell Back.
- Are eligible to start to perform an Action in a turn in which they Advanced or Fell Back.

Each time an **ADEPTUS ASTARTES BATTLELINE** unit from your army is selected to attack, after resolving those attacks, select one enemy unit hit by one or more of those attacks. Until the end of the turn, that enemy unit is auspex scanned. Each time an **ADEPTUS ASTARTES** model from your army makes an attack that targets an auspex scanned unit, re-roll a Hit roll of 1.

ENHANCEMENTS



EYE OF THE PRIMARCH

This master crafted microauspex integrates with the bearer's auto-senses and feeds superior targeting data to them and their squad.

ADEPTUS ASTARTES model only. Ranged weapons equipped by the bearer and **BATTLELINE** models in the bearer's unit have the [PRECISION] ability.

HERO OF THE CHAPTER

A storied and inspirational exemplar of their Chapter's virtues, this war leader is an inspirational presence amongst the ranks of their battle-brothers.

ADEPTUS ASTARTES model only. While the bearer is leading a unit, the bearer has the **BATTLELINE** keyword.

BLADES OF VALOUR

This officer and their honour guard of dedicated battle-brothers have been presented with masterwork combat blades in recognition of the selfless battle they are about to fight.

ADEPTUS ASTARTES model only. Improve the Armour Penetration characteristic of melee weapons equipped by the bearer and **BATTLELINE** models in the bearer's unit by 1.

BOMBAST OMNIVOX

This remarkable technological relic is mounted within the bearer's armour gorget and facilitates code-hardened, rapid-exchange intelligence dissemination while in battle.

ADEPTUS ASTARTES model only. Each time you select the bearer's unit as the target of a Stratagem, roll one D6, adding 1 if the bearer's unit has the **BATTLELINE** keyword: on a 4+, you gain 1CP.



CODEX DISCIPLINE

BASTION TASK FORCE – BATTLE TACTIC STRATAGEM

Holding to the teachings of the Codex Astartes, these warriors unleash disciplined volleys of firepower.

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 an enemy unit, re-roll a Hit roll of 1. If that target is auspex scanned, re-roll a Wound roll of 1 as well.



GUIDED DISRUPTION

BASTION TASK FORCE – STRATEGIC PLOY STRATAGEM

Employing auspex data to reveal weak points in the foe's formation, the Space Marines exploit these to sow confusion and suppress their targets.

WHEN: Your Shooting phase or the Fight phase, just after an **ADEPTUS ASTARTES BATTLELINE** unit from your army has finished making its attacks.

TARGET: That **ADEPTUS ASTARTES BATTLELINE** unit.

EFFECT: When an enemy unit is auspex scanned as a result of those attacks this turn, if that enemy unit does not have the **MONSTER** or **VEHICLE** keywords, until the start of your next turn, it is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for that unit.



LIGHT OF VENGEANCE

BASTION TASK FORCE – BATTLE TACTIC STRATAGEM

With their frailties exposed by the harsh glare of auspex analysis, the foe are easy prey for the Space Marine's + vengeful onslaught.

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: Select the **[LETHAL HITS]** or **[SUSTAINED HITS 1]** ability. Until the end of the phase, weapons equipped by models in your unit have that ability while targeting an auspex scanned unit or if the bearer has the **BATTLELINE** keyword.



SHOCK BOMBARDMENT

BASTION TASK FORCE – STRATEGIC PLOY STRATAGEM

An auspex-guided hail of shock charges blinds the foe's targeting systems and skews their aim.

WHEN: Your Shooting phase or the Fight phase, just after an **ADEPTUS ASTARTES BATTLELINE** unit from your army finished making its attacks.

TARGET: That **ADEPTUS ASTARTES BATTLELINE** unit.

EFFECT: When an enemy unit is auspex scanned as a result of those attacks this turn, until the start of your next turn, it is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.



ANGELS DEFIANT

BASTION TASK FORCE – BATTLE TACTIC STRATAGEM

All too aware of their vital role in holding the foe at bay, these battle-brothers refuse to yield to even the most grievous of wounds.

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

TARGET: One **ADEPTUS ASTARTES BATTLELINE** 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 the Toughness characteristic of your unit, subtract 1 from the Wound roll.



HERESY UNDONE

BASTION TASK FORCE – STRATEGIC PLOY STRATAGEM

Tactical scans and cogitator analysis have revealed the enemy's debase schemes, rendering their movements easier to anticipate and counter.

WHEN: Your Shooting phase or your Charge phase.

TARGET: One **ADEPTUS ASTARTES** unit (excluding **BATTLELINE** units) from your army.

EFFECT: Until the end of the phase, your unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back. If it does, every target of that charge and every target of those attacks must be an auspex scanned unit.



ORBITAL ASSAULT FORCE

There is arguably no method of Space Marine warfare more iconic than the decisive combat drop from orbit. Certainly, as Captain Titus and his fellow Ultramarines rush to defend successive sites along the borders of Ultramar, it is a strategy that they have employed time and again. Aiming to maximise the impact of the Adeptus Astartes as highly elite – but almost always outnumbered – shock assault troops, they launch waves of heavy transports and gunships from the embarkation decks of a strike cruiser skimming the upper atmosphere. Drop Pods slam down amongst the foe, disgorging Space Marines whose guns are already blazing and chainswords roaring before the enemy even realise they are under attack. Reality buckles and unnatural lightning leaps as Terminators teleport in to add their fury to the sudden onslaught.

DETACHMENT RULE



RAPID-DROP DEPLOYMENT

Through the use of teleportation, Drop Pods and gunship insertion, entire strike forces of Space Marines and even their armoured support can deploy from orbit in a matter of moments, a capability that in and of itself has won entire wars.

At the start of the Declare Battle Formations step, select a number of **ADEPTUS ASTARTES** units (excluding **TITANIC** units) from your army based on the battle size, as shown below. Models in those units have the Deep Strike ability.

BATTLE SIZE	NUMBER OF UNITS
Incursion	2
Strike Force	3
Onslaught	4

Each time an **ADEPTUS ASTARTES** model from your army makes an attack, if it was set up on the battlefield this turn, re-roll a Wound roll of 1. If it disembarked from a **DROP POD** this turn, re-roll a Hit roll of 1 as well.

ENHANCEMENTS



LAURELS OF THUNDER

This honour is awarded to those Space Marine officers who display greatest vigour during orbital drops.

ADEPTUS ASTARTES model only. You can re-roll Charge rolls made for the bearer's unit in a turn in which it was set up on the battlefield.

VETERAN OF THE VANGUARD

Long experience leading Phobos-armoured vanguard strikes has taught this warrior many lessons about swift and stealthy attacks.

ADEPTUS ASTARTES model only. Models in the bearer's unit have the Scouts 6" ability.

ORBITAL UPLINK RELIQUARY

Though it appears a morbid trinket of faith, in truth this device contains a powerful microcogitator linked to the strategium of the orbiting strike cruiser, which helps the bearer coordinate rapid strategic redeployments.

ADEPTUS ASTARTES model only. After both players have deployed their armies, select up to three **ADEPTUS ASTARTES** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

DEDICATED GUNSHIP

Bulky and somewhat lumbering as they are, Terminator squads – or even particularly vital officers wearing Terminator plate – may be assigned a gunship for swift combat extraction and relocation mid-battle.

ADEPTUS ASTARTES TERMINATOR model only. Once per battle, at the end of your opponent's Fight phase, if the bearer's unit is not within Engagement Range of one or more enemy units, the bearer can use this Enhancement. If it does, remove the bearer's unit from the battlefield and place it into Strategic Reserves.



SUPPRESSION STRAFING

ORBITAL ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

As the Space Marines storm forward, their gunships and fighter craft streak overhead, hammering enemy positions with hails of fire to keep the foe pinned.

WHEN: Command phase.

TARGET: One ADEPTUS ASTARTES unit from your army.

EFFECT: Select one enemy unit visible to and within 18" of your unit. That enemy unit takes a Battle-shock test. When doing so, subtract 1 from that test and, if that test is failed, until the start of your next turn, 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.

RESTRICTIONS: You cannot use this Stratagem more than once per battle round.

1CP



TACTICAL DECAPITATION

ORBITAL ASSAULT FORCE – BATTLE TACTIC STRATAGEM

By rapidly eliminating localised enemy leaders, the Space Marines keep the foe off balance and hamper organised resistance to their onslaught.

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, weapons equipped by models in your unit have the [PRECISION] ability and each time a model in your unit makes an attack that targets a CHARACTER unit, add 1 to the Hit roll.



1CP



SHOCK ONSLAUGHT

ORBITAL ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

The sheer devastating momentum of a Space Marine drop assault shatters one enemy battle line after another.

WHEN: Fight phase.

TARGET: One ADEPTUS ASTARTES 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 a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

1CP



AUTO-SENSE COORDINATION

ORBITAL ASSAULT FORCE – BATTLE TACTIC STRATAGEM

By binding the datafeeds from their auto-senses, these battle-brothers generate triangulated targeting solutions for close-quarters fire spreads.

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: Select the [LETHAL HITS] or [SUSTAINED HITS 1] ability. Until the end of the phase, weapons equipped by models in your unit have this ability in a turn in which they disembarked from a DROP POD or while targeting an enemy unit within 12".



1CP



BLIND SCREEN

ORBITAL ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

Autolaunchers spit a precogitated spread of blind grenades to baffle organic and mechanical targeting.

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

TARGET: One ADEPTUS ASTARTES unit (excluding TITANIC units) from your army that was selected as the target of one or more of the attacking unit's attacks and one friendly ADEPTUS ASTARTES SMOKE VEHICLE or DROP POD unit within 9" of it.

EFFECT: Until the end of the phase, models in your units have the Stealth ability and each time a ranged attack targets one of your units, models in that unit have the Benefit of Cover against that attack.



1CP



ONWARD FOR THE EMPEROR

ORBITAL ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

There is always another battle to be fought, and the Space Marines waste no time in fighting it.

WHEN: End of your opponent's Fight phase.

TARGET: One ADEPTUS ASTARTES INFANTRY unit from your army that was not set up on the battlefield this turn and one friendly TRANSPORT it is able to embark within.

EFFECT: If your ADEPTUS ASTARTES unit is wholly within 6" of that TRANSPORT, it can embark within it.

1CP



RECLAMATION FORCE

The Ultramarines and their brother Shield Chapters forge ever outward into the darkness beyond the bounds of Ultramar, to conquer new territories for the Five Hundred Worlds. Acting as the spearheads of the wider reconquest, their compact but powerful reclamation forces hit the enemy hard and drive deep into their lines to seize key strategic locations and deny them to the foe. With this done, they draw upon their dedication to the vision of Roboute Guilliman and the absolute loyalty they owe the empire of Macragge to fill themselves with unbending resolve and indomitable vigour. Fighting to uphold their oaths in the face of often overwhelming odds, still the Space Marines drive their enemies back and shatter their strength.

DETACHMENT RULE



OATH OF RECLAMATION

The driving principle behind all that these battle-brothers do is the honouring of their oaths to drive back the darkness and reconquer the Five Hundred Worlds, one battlefield at a time.

- Each time an **ADEPTUS ASTARTES** model from your army makes a melee attack that targets a unit within range of an objective marker, improve the Armour Penetration characteristic of that attack by 1.
- Each time an attack targets an **ADEPTUS ASTARTES** unit from your army, if your unit is within range of an objective marker that you controlled at the start of the phase and if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit or your unit has the **TITUS** keyword, subtract 1 from the Wound roll.

RESTRICTIONS



Your army can include **ULTRAMARINES** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS



SEALS OF RECONQUEST

These precious seals are manufactured on Konor, and contain micro shield generators that – while swift to exhaust their charge – help to safeguard battle-brothers while they fulfil their oaths of duty.

ADEPTUS ASTARTES model only. Models in the bearer's unit have a 5+ invulnerable save.

AVENGING AVATAR (AURA)

Eyes alight with determination and vengeful fury, this champion of the Chapter seems almost to cast the dread shadow of the Primarch himself across his quailing foes.

ADEPTUS ASTARTES model only. In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 9" of the bearer, that enemy unit must take a Battle-shock test.

SCROLL OF PROCLAMATION

Finely scribed on vellum and tightly bound in an armoured scroll case, the words of Roboute Guilliman's Consilias Imperitus Ultimar prove a constant source of inspiration that drive this warrior ever onward.

ADEPTUS ASTARTES model only. Each time the bearer's unit declares a charge, if one or more targets of that charge are within range of an objective marker, you can re-roll the Charge roll.

LIBERATUM

Forged on Macragge by the finest artisans, this weapon's machine spirit is said to burn with a desire to see the Five Hundred Worlds ripped from the grasp of heretics and despots.

ADEPTUS ASTARTES model only. Each time the bearer makes an attack that targets an enemy unit, if the target is within range of an objective marker, you can re-roll the Hit roll and you can re-roll the Wound roll.



CRUSADING CONQUERORS

RECLAMATION FORCE – STRATEGIC PLOY STRATAGEM

The sheer will of these battle-brothers to reclaim the sacred Five Hundred Worlds is overwhelming.

1CP

WHEN: End of the Command phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army.

EFFECT: Until the start of the next Command phase, add 1 to the Objective Control characteristic of models in your unit.



FURIOUS DEDICATION

RECLAMATION FORCE – BATTLE TACTIC STRATAGEM

Cold fury of purpose drives the charge of the Space Marines, their absolute dedication to their cause lending them ferocious speed and strength.

1CP

WHEN: Your Charge phase or the Fight phase.

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

EFFECT: Until the end of the turn, add 2 to Charge rolls made for your unit and add 1 to the Attacks characteristic of melee weapons equipped by models in your unit.

RESTRICTIONS: You cannot use this Stratagem more than once per turn.



FIGHT TO THE END

RECLAMATION FORCE – BATTLE TACTIC STRATAGEM

Those who have sworn an oath to see Ultramar reclaimed will not yield a single yard of its territories once they have seized and secured them.

1CP

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, roll one D6: on a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.



SCIONS OF GUILLIMAN

RECLAMATION FORCE – STRATEGIC PLOY STRATAGEM

The gene-sons of Roboute Guilliman are masters of his tenets, regardless of which Chapter they hail from.

1CP

WHEN: Your Movement phase, just after an **ADEPTUS ASTARTES** unit from your army ends a Fall Back move.

TARGET: That **ADEPTUS ASTARTES** unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.



ULTRAMARINE DESTINY

RECLAMATION FORCE – STRATEGIC PLOY STRATAGEM

All those Space Marines fighting to defend or to expand the Ultramarines stellar realm trust that their conquest – though it must be hard fought for – is nothing short of ordained by the Primarch's will.

1CP

WHEN: Your Movement phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army.

EFFECT: Select one objective marker you control that your unit is within range of. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.



MARCHING EVER ON

RECLAMATION FORCE – STRATEGIC PLOY STRATAGEM

The road to the complete rebuilding of the Five Hundred Worlds will be a long and gruelling one, and those who fight their way along it cannot pause in their advance for even a moment.

1CP

WHEN: Your opponent's Movement phase, just after an enemy unit Falls Back.

TARGET: One **ADEPTUS ASTARTES** unit from your army that was within Engagement Range of that enemy unit at the start of the phase.

EFFECT: Your unit can make a Normal move of up to D6"+1.

TERMINATOR ASSAULT SQUAD

M T SV W LD OC

5" 5 2+ 3 6+ 1

4+ INVULNERABLE SAVE



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	6	3+	5	-2	1

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 4.

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: At the start of the Fight phase, each enemy unit within Engagement Range of this unit must take a Battle-shock test.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATORS, TERMINATOR ASSAULT SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

TERMINATOR ASSAULT SQUAD

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.



WARGEAR OPTIONS

- Any number of models can each have their thunder hammer and storm shield replaced with 1 twin lightning claws.

UNIT COMPOSITION

- 1 Assault Terminator Sergeant
- 4-9 Assault Terminators

Every model is equipped with: thunder hammer; storm shield.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATORS, TERMINATOR ASSAULT SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

MARNEUS CALGAR IN ARMOUR OF ANTILOCHUS

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

4+

INVULNERABLE SAVE



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Gauntlets of Ultramar [PISTOL, TWIN-LINKED]	18"	4	2+	4	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Gauntlets of Ultramar [TWIN-LINKED]	Melee	6	2+	8	-3	3

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Inspiring Leader: This 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 model is your **WARLORD** and is on the battlefield, you gain 1CP.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TERMINATOR, CHAPTER MASTER, MARNEUS CALGAR



FACTION KEYWORDS: ADEPTUS ASTARTES, ULTRAMARINES

MARNEUS CALGAR *IN ARMOUR OF ANTILOCHUS*

Inspiring leader and superlative warrior both, Marneus Calgar goes to battle clad in the Armour of Antilochus. Obliterating swathes of enemies with volleys of bolt shells from the Gauntlets of Ultramar and tearing apart any foes foolish enough to stand before him, he is an architect of destruction whose gift for grand strategy is without question.



LEADER

This model 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, TERMINATOR ASSAULT SQUAD, TERMINATOR SQUAD, VICTRIX HONOUR GUARD**

UNIT COMPOSITION

- **1 Marneus Calgar in Armour of Antilochus – EPIC HERO**

This model is equipped with: 1 Gauntlets of Ultramar.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TERMINATOR, CHAPTER MASTER, MARNEUS CALGAR



FACTION KEYWORDS: ADEPTUS ASTARTES, ULTRAMARINES

CATO SICARIUS

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

4+




INVULNERABLE SAVE




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 – strike [DEVASTATING WOUNDS]	Melee	4	2+	6	-3	3
 Talassarian tempest blade – sweep [SUSTAINED HITS 1]	Melee	9	2+	5	-2	1
 Talassarian tempest blade – coup de grace [PRECISION]	Melee	6	2+	5	-2	2

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

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

ABILITIES

CORE: Leader

FACTION: Oath of Moment

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

Honour or Death: You can target this unit with the Heroic Intervention Stratagem for OCP, even if you have already used that Stratagem on a different unit this phase.



FACTION KEYWORDS: ADEPTUS ASTARTES, ULTRAMARINES

CATO SICARIUS

A noble scion of Talassar, Cato Sicarius is amongst the most accomplished of the Ultramarines champions. As Captain of the Victrix Honour Guard, Sicarius demonstrates superior swordsmanship and is a true master of the lightning assault, deploying his warriors with a decisiveness and speed born of absolute confidence.



LEADER

This model can be attached to the following units: **VICTRIX HONOUR GUARD**

*You can attach this model to the above unit even if a **MARNEUS CALGAR** unit 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.*

UNIT COMPOSITION

- **1 Cato Sicarius – EPIC HERO**

This model is equipped with: 1 artisan plasma pistol; 1 Talassarian tempest blade.

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



FACTION KEYWORDS: ADEPTUS ASTARTES, ULTRAMARINES

VICTRIX HONOUR GUARD

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Master-crafted bolt carbine	24"	2	2+	4	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Blades of honour [PRECISION, TWIN-LINKED]	Melee	6	2+	5	-2	2
Master-crafted power weapon	Melee	5	2+	5	-2	2

WARGEAR ABILITIES

Banner of Macragge: Once per battle, at the start of the Fight phase, the bearer can use this ability. If it does, until the end of the phase, add 1 to the Strength and Attacks characteristics of melee weapons equipped by models in the bearer's unit.

ABILITIES

FACTION: Oath of Moment

Ultramarines Honour Guard: While a CAPTAIN or CHAPTER MASTER model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

Glorify of Ultramar: In your opponent's Shooting phase, each time an enemy unit has shot, if any models from this unit were destroyed as a result of those attacks, this unit can make a Surge move. To do so, roll one D6: models in this unit move a number of inches up to the result, but this unit must end that move as close as possible to the closest enemy unit (excluding AIRCRAFT). When doing so, those models can be moved within Engagement Range of that enemy unit. This unit cannot make a Surge move while it is Battle-shocked or within Engagement Range of one or more enemy units, and can only make one Surge move per phase.

KEYWORDS – ALL MODELS: INFANTRY, IMPERIUM, TACTICUS, VICTRIX HONOUR GUARD
| CHAPTER ANCIENT: EPIC HERO, ANCIENT | CHAPTER CHAMPION: EPIC HERO, CHAMPION



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

VICTRIX HONOUR GUARD

Composed of First Company veterans who demonstrate measured statecraft and peerless skill at arms, the Victrix Honour Guard serve as bodyguards for the Chapter's senior officers. Chosen for their selflessness in battle, the warriors of the Victrix Honour Guard will gladly lay down their lives to protect their charges.



ATTACHED UNIT

If a **CAPTAIN** or **CHAPTER MASTER** unit from your army can be attached to a **COMPANY HEROES** unit, it can be attached to this unit instead.

UNIT COMPOSITION (6 MODELS MAXIMUM)

- 0-1 Chapter Ancient – EPIC HERO
- 0-1 Chapter Champion – EPIC HERO
- 1-6 Victrix Honour Guard

The Chapter Ancient is equipped with: 1 master-crafted power weapon; banner of Macragge.

The Chapter Champion is equipped with: 1 blades of honour.

Each Victrix Honour Guard model is equipped with: 1 master-crafted bolt carbine; 1 master-crafted power weapon.

KEYWORDS – ALL MODELS: **INFANTRY, IMPERIUM, TACTICUS, VICTRIX HONOUR GUARD**
| CHAPTER ANCIENT: **EPIC HERO, ANCIENT** | CHAPTER CHAMPION: **EPIC HERO, CHAMPION**



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

CAPTAIN TITUS

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

4+

INVULNERABLE SAVE



⦿ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
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Bolt pistol [PISTOL]	12"	1	2+	4	0	1
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Master-crafted bolter [ASSAULT, HEAVY]	24"	2	2+	4	-1	2
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⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
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Master-crafted chainsword [ANTI-INFANTRY 2+]	Melee	8	2+	5	-1	2
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ABILITIES

CORE: *Feel No Pain 5+, Leader*

FACTION: *Oath of Moment*

Press the Attack: Weapons equipped by models in this model's unit have the [SUSTAINED HITS 1] ability.

Honour of Ultramar: If this model is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 2+, do not remove it from play. This model can fight after the attacking unit has finished making its attacks. If one or more enemy models are destroyed as a result of those attacks, this model regains D3 lost wounds and is not destroyed; otherwise, it is removed from play.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TACTICUS, GRENADES, CAPTAIN, TITUS



FACTION KEYWORDS: ADEPTUS ASTARTES, ULTRAMARINES

CAPTAIN TITUS

A relentless champion of Ultramar with a will of unyielding adamant, Captain Demetrian Titus has won countless battles against seemingly impossible odds. While possessed of lauded command abilities, Titus is truly at home in the press of battle where he fights relentlessly and refuses to yield even to grievous wounds.



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, WARDENS OF ULTRAMAR**

DEMETRIAN TITUS

Your army cannot include more than one **TITUS** unit.

UNIT COMPOSITION

- **1 Captain Titus – EPIC HERO**

This model is equipped with: bolt pistol; master-crafted bolter; master-crafted chainsword.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TACTICUS, GRENADES, CAPTAIN, TITUS



FACTION KEYWORDS: ADEPTUS ASTARTES, ULTRAMARINES

WARDENS OF ULTRAMAR

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

ANCIENT GADRIEL, VETERAN
SERGEANT METAURUS

GAIUS SILVA, AEMELIA MINERVAS,
DAINAL KORNELIUS, LUCIA VESTHA



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Archeotech laspistol [PISTOL]	12"	1	3+	4	-1	1
Astropathic Blast [BLAST, PSYCHIC]	12"	D6	3+	4	-1	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	2+	4	0	1
Force stave [PSYCHIC]	Melee	1	2+	5	-2	2
Power weapon	Melee	4	2+	4	-2	1
Master-crafted power weapon	Melee	5	2+	5	-2	2

ABILITIES

FACTION: Oath of Moment

Second Company Banner: While this unit contains Ancient Gadriel, add 1 to the Objective Control characteristic of models in this unit. While this unit contains Ancient Gadriel and **CAPTAIN TITUS**, improve the Leadership characteristic of models in this unit by 1 as well.

Strategium Command: After both players have deployed their armies, if this unit is on the battlefield (or any **TRANSPORT** it is embarked within is on the battlefield), select up to three **ADEPTUS ASTARTES** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

WARGEAR ABILITIES

Refractor Field: The bearer has a 5+ invulnerable save.

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

KEYWORDS: ALL MODELS: INFANTRY, EPIC HERO, GRENADES, IMPERIUM, TACTICUS,
WARDENS OF ULTRAMAR | DAINAL KORNELIUS: PSYKER



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

WARDENS OF ULTRAMAR

Though usually seeded through the leadership strata of Captain Titus' armies, his closest counsellors and comrades fight by his side as one when the situation demands. At such times they combine transhuman might, inspirational magnificence, martial excellence, psychic might and sheer cunning in a potent alloy greater than the sum of its parts.



HEROES OF ULTRAMAR

At the start of the Declare Battle Formations step, this unit can join one of the following units. This unit then counts as part of that unit for the rest of the battle, and that unit's Starting Strength is increased accordingly.

- **ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD**

This unit cannot join an Attached unit, and only **CAPTAIN TITUS** can join a unit this unit has joined.

UNIT COMPOSITION

- **1 Ancient Gadriel – EPIC HERO**
- **1 Veteran Sergeant Metaurus – EPIC HERO**
- **1 Gaius Silva – EPIC HERO**
- **1 Aemelia Minervas – EPIC HERO**
- **1 Dainal Kornelius – EPIC HERO**
- **1 Lucia Vestha – EPIC HERO**

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

Veteran Sergeant Metaurus is equipped with: heavy bolt pistol; master-crafted power weapon; storm shield.

Gaius Silva is equipped with: archeotech laspistol; power weapon; refractor field.

Aemelia Minervas is equipped with: archeotech laspistol; power weapon.

Dainal Kornelius is equipped with: Astropathic Blast; force staff.

Lucia Vestha is equipped with: archeotech laspistol; close combat weapon.

KEYWORDS: ALL MODELS: **INFANTRY, EPIC HERO, GRENADES, IMPERIUM, TACTICUS, WARDENS OF ULTRAMAR | DAINAL KORNELIUS: PSYKER**



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

CAANOK VAR

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

4+



INVULNERABLE SAVE




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
 Axiom – strike	Melee	5	2+	8	-2	2
 Axiom – sweep	Melee	10	2+	5	-2	1

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

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TERMINATOR, CAPTAIN, CAANOK VAR

ABILITIES

CORE: Deep Strike, Feel No Pain 5+, Leader

FACTION: Oath of Moment

Cold and Calculating: Each time a model in this model's unit makes an attack that targets a **MONSTER** or **VEHICLE** unit, that attack has the [LETHAL HITS] ability. Each time a model in this model's unit makes an attack that targets any other unit, that attack has the [SUSTAINED HITS 1] ability.

Cerebrex Logic Engine:

- At the start of the Declare Battle Formations step, you can select one **ADEPTUS ASTARTES INFANTRY** unit from your army. Until the end of the battle, that unit gains the Scouts 6" ability.
- After both players have deployed their armies, you can select one **ADEPTUS ASTARTES** unit from your army and redeploy it. When doing so, you can set that unit up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.



FACTION KEYWORDS:
ADEPTUS ASTARTES, IRON HANDS

CAANOK VAR

Iron Captain of Clan Company Avernii, Caanok Var is a consummate leader and warrior champion. Whilst in command, he demonstrates a cold and calculating precision, yet a burning rage remains, and in battle he crushes the enemy with punishing blows from his power maul, Axiom.



UNIT COMPOSITION

- 1 Caanok Var – EPIC HERO

This model is equipped with: 1 storm bolter; 1 Axiom.

LEADER

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

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TERMINATOR, CAPTAIN, CAANOK VAR



FACTION KEYWORDS:
ADEPTUS ASTARTES, IRON HANDS

SUBODEN KHAN

M	T	SV	W	LD	OC
12"	5	3+	8	6+	2

4+

INVULNERABLE SAVE



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	2+	4	-1	1
Onslaught gatling cannon [DEVASTATING WOUNDS]	24"	8	2+	5	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Stormtooth [LANCE, ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	6	2+	6	-2	2
Power sword	Melee	8	2+	5	-2	1

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Spear of Chogoris: This model's unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back. If that unit is already eligible to shoot and declare a charge in a turn in which it Advanced, add 1 to Advance and Charge rolls made for that unit instead.

Skilled Riders: Each time a model in this model's unit makes a Normal, Advance, Fall Back or Charge move, it can move horizontally through terrain features.

KEYWORDS: MOUNTED, CHARACTER, EPIC HERO, IMPERIUM, GRENADES, CAPTAIN, SUBODEN KHAN



FACTION KEYWORDS: ADEPTUS ASTARTES, WHITE SCARS

SUBODEN KHAN

A true son of Chogoris, Suboden Khan commands the White Scars First Brotherhood from the saddle of his grav bike, Thunder. A master of cavalry warfare, he leads his forces in epic hunts and sweeping advances, smashing through enemy lines and ruthlessly running down fleeing foes.



UNIT COMPOSITION

- 1 Suboden Khan – EPIC HERO

This model is equipped with: 1 heavy bolt pistol; 1 onslaught gatling cannon; Stormtooth; power sword.

LEADER

This model can be attached to the following units:
OUTRIDER SQUAD.

KEYWORDS: MOUNTED, CHARACTER, EPIC HERO, IMPERIUM, GRENADES, CAPTAIN, SUBODEN KHAN



FACTION KEYWORDS: ADEPTUS ASTARTES, WHITE SCARS

VULKAN HE'STAN

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



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

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Spear of Vulkan [DEVASTATING WOUNDS]	Melee	6	2+	6	-2	2

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: The first time this model is set up on the battlefield, select one objective marker on the battlefield. While this model is within range of that objective marker, this model has an Objective Control characteristic of 10, a Leadership characteristic of 5+ and the Feel No Pain 4+ ability.

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



FACTION KEYWORDS: ADEPTUS ASTARTES, SALAMANDERS

VULKAN HE'STAN

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.



LEADER

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

UNIT COMPOSITION

- 1 Vulkan He'stan – EPIC HERO

This model is equipped with: 1 bolt pistol; 1 Gauntlet of the Forge; 1 Spear of Vulkan.

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



FACTION KEYWORDS:
ADEPTUS ASTARTES, SALAMANDERS

AETHON SHAAN

M	T	SV	W	LD	OC
14"	4	3+	5	6+	1

4+

INVULNERABLE SAVE



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	2+	4	-1	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Claws of Severax [SUSTAINED HITS 2, TWIN-LINKED]	Melee	7	2+	5	-2	2

ABILITIES

CORE: Deep Strike, Lone Operative, Stealth

FACTION: Oath of Moment

Master of Shadows: In your Command phase, you can select one unit from your opponent's army. Until the start of your next Command phase, each time an **ADEPTUS ASTARTES** unit from your army declares a charge while it is within 12" of that enemy unit, you can re-roll the Charge roll, but it must declare that enemy unit as a target of that charge (if possible).

Blackwing Mantle: You can target this model's unit with the Rapid Ingress and Heroic Intervention Stratagems for OCP, even if you have already used that Stratagem on a different unit this phase.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, FLY, JUMP PACK, IMPERIUM, TACTICUS, CHAPTER MASTER, AETHON SHAAN



FACTION KEYWORDS: ADEPTUS ASTARTES, RAVEN GUARD

AETHON SHAAN

As the Chapter Master of the Raven Guard, Aethon Shaan embodies the most patient and cunning aspects of his Primarch's legacy. When he does choose to strike from the shadows he does so with sudden cold fury, bursting forth with the lightning-wreathed Claws of Severax flashing amidst gouts of enemy blood.



CHAPTER MASTER OF THE RAVEN GUARD

At the start of the Declare Battle Formations step, if your army includes **AETHON SHAAN** and **KAYVAAN SHRIKE**, until the end of the battle, your **KAYVAAN SHRIKE** unit loses its Lone Operative ability and it replaces its **CHAPTER MASTER** keyword with **CAPTAIN**.

UNIT COMPOSITION

- 1 Aethon Shaan – EPIC HERO

This model is equipped with: 1 heavy bolt pistol; 1 Claws of Severax.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, FLY, JUMP PACK, IMPERIUM, TACTICUS, CHAPTER MASTER, AETHON SHAAN



FACTION KEYWORDS: ADEPTUS ASTARTES, RAVEN GUARD

DARNATH LYSANDER



M

5"

T

5

SV

2+

W

7

LD

6+

OC

1

4+

INVULNERABLE SAVE



MELEE WEAPONS

Fist of Dorn [DEVASTATING WOUNDS]

RANGE

Melee

A

5

WS

2+

S

10

AP

-3

D

3

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Icon of Obstinacy: Each time an attack targets this model's 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.

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



FACTION KEYWORDS: ADEPTUS ASTARTES, IMPERIAL FISTS

DARNATH LYSANDER

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.



LEADER

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

UNIT COMPOSITION

- **1 Darnath Lysander – EPIC HERO**

This model is equipped with: **1 Fist of Dorn**

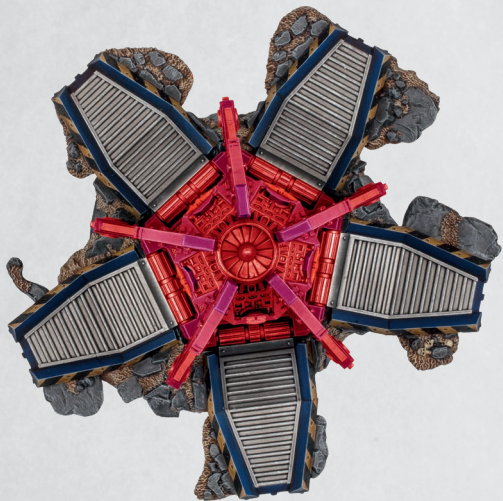
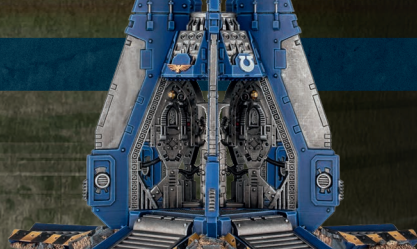
KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TERMINATOR, CAPTAIN, DARNATH LYSANDER



FACTION KEYWORDS: ADEPTUS ASTARTES, IMPERIAL FISTS

DROP POD

M	T	SV	W	LD	OC
-	7	3+	8	6+	0



Designer's Note: *The highlighted portions of this model are the only parts that are considered to make up its hull. Models can be set up or end a move on any part of this model that is not highlighted in red. If any models are on non-highlighted sections of this model when it is destroyed, place those models as close to their original position as possible, on the battlefield, after removing this model.*

ABILITIES

CORE: Deadly Demise 1, Deep Strike

FACTION: Oath of Moment

Drop Pod Assault: This model must start the battle in Reserves and 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.

Combat Disembarkation: Each time a unit disembarks from this model after it has been set up on the battlefield, that unit is still eligible to declare a charge this turn.

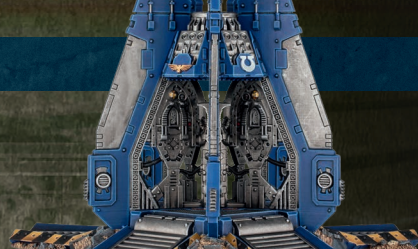
Deployment Complete: Once this unit is set up on the battlefield and all units within it have disembarked, until the end of the battle, units cannot embark within this **TRANSPORT**.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, DROP POD



FACTION KEYWORDS:
ADEPTUS ASTARTES

DROP POD



UNIT COMPOSITION

- 1 Drop Pod

TRANSPORT

This model has a transport capacity of 12 **ADEPTUS ASTARTES INFANTRY** models. It cannot transport **CENTURION**, **GRAVIS**, **JUMP PACK**, **WULFEN** or **TERMINATOR** models.




KEYWORDS: **VEHICLE**, **TRANSPORT**, **DEDICATED TRANSPORT**, **IMPERIUM**, **DROP POD**





FACTION KEYWORDS:
ADEPTUS ASTARTES

ASTRAEUS

M T SV W LD OC
10" 12 2+ 24 6+ 8
5+ **INVULNERABLE SAVE***

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Astraeus las-ripper	36"	2	3+	12	-3	D6+1
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
 Plasma eradicator – standard [BLAST]	36"	D6	3+	7	-2	2
 Plasma eradicator – supercharge [BLAST, HAZARDOUS]	36"	D6	3+	8	-3	3
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
Twin macro-accelerator cannon [SUSTAINED HITS 1, TWIN-LINKED]	72"	12	3+	9	-1	3

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

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

KEYWORDS: VEHICLE, TITANIC, IMPERIUM, ASTRAEUS

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Oath of Moment**

Suppression Fire: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more attacks made with its twin macro-accelerator cannon this phase. Until the start of your next turn, while this model 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.

DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

**This model has a 5+ invulnerable save against ranged attacks.*



FACTION KEYWORDS:
ADEPTUS ASTARTES

ASTRAEUS

The Astraeus is a titanic gravitic tank armed with formidable weaponry. The most deadly of these is the twin macro-accelerator cannon, capable of unleashing high-calibre ferro-carbide slugs that can shred tanks, aircraft and ground troops. Meanwhile, its void shields can shrug off even the most concerted enemy retaliations.

WARGEAR OPTIONS

- This model's 2 Astraeus las-rippers can be replaced with 2 plasma eradicators.
- This model's twin heavy bolter can be replaced with 1 twin lascannon.
- This model can be equipped with 1 ironhail heavy stubber.

UNIT COMPOSITION

- **1 Astraeus**

This model is equipped with: 2 Astraeus las-rippers; ironhail heavy stubber; storm bolter; twin heavy bolter; twin macro-accelerator cannon; armoured hull.


KEYWORDS: **VEHICLE, TITANIC, IMPERIUM, ASTRAEUS**




FACTION KEYWORDS:
ADEPTUS ASTARTES

THUNDERHAWK GUNSHIP

M	T	SV	W	LD	OC
20+"	12	2+	30	6+	0

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hellstrike missile battery [ANTI-FLY 4+]	72"	4	3+	8	-2	3
Lascannon	48"	1	3+	12	-3	D6+1
Thunderhawk heavy cannon [BLAST]	48"	D6+6	3+	10	-2	3
Turbo-laser destructor [BLAST]	96"	D3+1	3+	20	-4	D6+6
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6+2, Hover**

FACTION: **Oath of Moment**

Aerial Assault: Each time a unit with the Deep Strike ability disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

WARGEAR ABILITIES

Thunderhawk Cluster Bombs: Each time the bearer ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, TRANSPORT, IMPERIUM, THUNDERHAWK GUNSHIP



FACTION KEYWORDS: ADEPTUS ASTARTES

THUNDERHAWK GUNSHIP

Thunderhawk Gunships have served the Space Marines with distinction since the Great Crusade, combining the roles of orbital troop lander, heavy gunship and medium bomber. Thunderhawks are formidably armed for their size, with a main gun derived from frigate-class warships and a host of additional weapons.

WARGEAR OPTIONS

- This model's Thunderhawk heavy cannon can be replaced with 1 turbo-laser destructor.
- This model's Thunderhawk cluster bombs can be replaced with 1 hellstrike missile battery.

UNIT COMPOSITION

- **1 Thunderhawk Gunship**

This model is equipped with: 2 lascannons; Thunderhawk heavy cannon; 4 twin heavy bolters; armoured hull; Thunderhawk cluster bombs.

THUNDERHAWK

This model has a transport capacity of 30 **ADEPTUS ASTARTES INFANTRY** or **ADEPTUS ASTARTES MOUNTED** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models. Each **CENTURION** model takes up the space of 3 models. Each **MOUNTED** model takes up the space of 4 models.

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, TRANSPORT, IMPERIUM, THUNDERHAWK GUNSHIP



FACTION KEYWORDS: ADEPTUS ASTARTES



SPACE MARINES

UPDATES & ERRATA

Page 105 – Space Marine Chapters Army Rule

Add the following bullet points:

- If your army includes one or more **BLACK TEMPLARS** units, it cannot include any **ADEPTUS ASTARTES PSYKER** models, and cannot include any of the following models that do not have the **BLACK TEMPLARS** keyword: **GLADIATOR LANCER; GLADIATOR REAPER; GLADIATOR VALIANT; IMPULSOR; REPULSOR; REPULSOR EXECUTIONER.**
- If your army includes one or more **SPACE WOLVES** units, it cannot include any of the following units: **APOTHECARY; DEVASTATOR SQUAD; TACTICAL SQUAD.**

Add new sub-header and bullet points:

‘DEATHWATCH

- Your army can include **ADEPTUS ASTARTES DEATHWATCH** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.
- With the exception of **KILL TEAM CASSIUS** (see *Legends: Agents of the Imperium*), your army cannot include any **AGENTS OF THE IMPERIUM DEATHWATCH** units.
- Your army cannot include any of the following units: **ASSAULT SQUAD; ASSAULT SQUAD WITH JUMP PACKS; ATTACK BIKE SQUAD; DEVASTATOR SQUAD; LAND SPEEDER STORM; RELIC TERMINATOR SQUAD; SCOUT BIKE SQUAD; SCOUT SQUAD; SCOUT SNIPER SQUAD; TACTICAL SQUAD; TERMINATOR ASSAULT SQUAD; TERMINATOR SQUAD.**

Page 107 – Gladius Task Force, Storm of Fire Stratagem

Change the Target to read:

‘One **ADEPTUS ASTARTES** unit from your army **that has not been selected to shoot this phase.**’

Page 111 – Ironstorm Spearhead, Ancient Fury Stratagem

Change the Effect to read:

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

Page 112 – Forged in Battle Enhancement

Change to:

‘**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 **an unmodified 6.**’

Page 129 – Uriel Ventris, Unorthodox Strategist ability

Change to:

‘**Unorthodox Strategist (Aura):** Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12” of this model, increase the cost of that use of that Stratagem by 1CP (this is not cumulative with any other rules that would increase the CP cost of that Stratagem).’

Page 132 – Kor’sarro Khan, Leader

Change to read:

‘This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, TACTICAL SQUAD’

Page 135 – Captain in Gravis Armour, Ranged Weapons table, master-crafted heavy bolt rifle profile

Add ‘**[ASSAULT, HEAVY]**’.

Page 136 – Captain in Phobos Armour, Master of Deceit ability

Change to read:

‘**Master of Deceit:** After both players have deployed their **armies**, **if** your army includes one or more models with this ability, you can select up to three friendly **ADEPTUS ASTARTES INFANTRY** 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.’

Page 138 – Captain with Jump Pack, Wargear Options section

Add the following bullet point:

- If this model is equipped with a heavy bolt pistol and an Astartes chainsword, it can be equipped with 1 relic shield. This model’s heavy bolt pistol and Astartes chainsword cannot be replaced.’

Page 139, 140 – Lieutenant, Lieutenant in Reiver Armour, Lieutenant in Phobos Armour, Leader section, 2nd paragraph

Change to:

‘You can attach this model to **a unit it can lead** 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.’

Page 140 – Lieutenant in Reiver Armour, master-crafted special issue bolt pistol

Change the Armour Penetration characteristic to ‘-1’.

Page 152 – Company Heroes, Keywords

Change to:

‘**KEYWORDS – ALL MODELS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, COMPANY HEROES** **[ANCIENT: ANCIENT]**’

Page 175 – Desolation Squad, Abilities, Targeter Optics

Change to:

‘**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.’

Pages 183 – Land Raider Crusader, Keywords section

Add ‘**LAND RAIDER**’.

Pages 184 – Land Raider Redeemer, Keywords section

Add 'LAND RAIDER'.

Page 202 – Chapter Command, Ardent Protectors Battle Honour

Change to read:

'While a **CHARACTER** model is leading this unit, add 1 to the Toughness characteristic of models in that unit.'

500 Worlds: Titus – Orbital Assault Force, Suppression Strafing Stratagem, Effect

Change to read:

'Select one enemy unit visible to and within 18" of your unit. That enemy unit takes a Battle-shock test. When doing so, subtract 1 from that test and, if that test is failed, until the start of your next turn, 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.'

FAQS

Q: Which Detachments are considered to be Codex: Space Marines Detachments?

A: Every Detachment printed in *Codex: Space Marines* and every Detachment included in the Space Marines Faction Pack.

Q: While using the Gladius Task Force Detachment, does a Combat Doctrine need to be active for my army in order to use the Adaptive Strategy Stratagem?

A: No.

Q: If a Hellblaster is destroyed by anything other than an attack or Hazardous test, can that model use its For the Chapter! ability?

A: No.

Q: Can I use a Captain's Rites of Battle ability to target that Captain's unit if it is in Reserves or Strategic Reserves?

A: Yes.

Q: Does an objective marker that has been Sabotaged by my army using the A Deadly Prize Stratagem remain Sabotaged if my opponent controls it at the start or end of any turn?

A: Yes. However, while your opponent controls that objective marker, its ability to inflict mortal wounds is not active.

Q: While an Attached unit is embarked within a **TRANSPORT**, do weapons that **TRANSPORT** shoots with using the Firing Deck ability benefit from any abilities the attached Leader has [e.g. a Lieutenant's Tactical Precision ability, which grants weapons in its unit the **[LETHAL HITS]** ability]?

A: No. Firing Deck enables a **TRANSPORT** to be equipped with a number of weapons equipped by its passengers [Core Rules, page 17], but the **TRANSPORT** itself is not part of that Attached unit, and embarked units cannot use abilities unless otherwise stated.

Q: When an Attached unit is selected as an Oath of Moment target, if that unit ceases to be an Attached unit, does the effect persist on the remaining unit?

A: Yes. See Persisting Effects in the Core Rules Errata.

Q: Can a unit embarked within a **TRANSPORT** be selected as the Oath of Moment target?

A: No. See the Embark section on page 17 of the Core Rules.

Q: Can a unit in Reserves be selected as the Oath of Moment target?

A: Yes.

Q: Can a unit in Reserves use an Enhancement (following all restrictions outlined by that Enhancement)?

A: Yes.

Q: If I have two or more Impulsors within 6" of a unit I target with a Stratagem, do each of their Orbital Comms Array wargear abilities trigger?

A: No, they are Aura abilities and so do not stack.

Q: If I use a Stratagem on a unit within 6" of an Impulsor with an Orbital Comms Array, but I do not roll high enough to gain 1CP as a result of that wargear, if that same unit is within 6" of a different Impulsor that also has an Orbital Comms Array, can I attempt to roll another D6 to try to gain 1CP?

A: No.

Q: Do multiple instances of the Astartes Banner ability stack?

A: Yes.

Q: If I select one **MONSTER** or **VEHICLE** unit as the target of all of a Stormspeeder Thunderstrike's ranged weapons, and the first weapon that model makes attacks with scores one or more hits, do I add 1 to the Wound rolls made for attacks with its remaining weapons?

A: No. Only after you have resolved the attacks with all weapons it is shooting with this phase, has that model shot (see 'Shot' in the Rules Commentary).

Q: If the mission rules I am using state that Reserves units cannot arrive on the battlefield during the first battle round (e.g. the Pariah Nexus mission pack), can I target my Drop Pod with the Rapid Ingress Stratagem during the first battle round if I have the second turn?

A: No.

Q: Can I target a unit that has the Hunter's Instincts Enhancement with the Rapid Ingress Stratagem during the first battle round?

A: Yes.

Q: When making attacks with a unit from my army, I split my attacks between the first Oath of Moment target selected as part of my army rule and the second Oath of Moment target selected using Roboute Guilliman's Master of Battle Author of the Codex ability. If I destroy the first Oath of Moment target before resolving my attacks against the second Oath of Moment target, will those attacks against the second Oath of Moment target benefit from the re-rolls to hit?

A: No. Only after all of the attacks from that unit have been resolved will the second Oath of Moment selection become active.

FERREN AREIOS

WARHAMMER LEGENDS



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

4+

INVULNERABLE SAVE

⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	2+	4	-1	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Relic thunder hammer [DEVASTATING WOUNDS]	Melee	5	2+	8	-2	3

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Master of Rites: In your Command phase, select one of the following to apply to this model's unit until the end of the turn:

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

Unrelenting and Uncompromising: While this model is leading a unit, each time a model in that unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or all modifiers to the Hit roll.

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, GRENADES, EPIC HERO, TACTICUS, CAPTAIN, FERREN AREIOS



FACTION KEYWORDS:
ADEPTUS ASTARTES

FERREN AREIOS

WARHAMMER LEGENDS

Ferren Areios is a formidable battle leader who earned the trust and respect of his Primarch in the bloody fighting of the Indomitus Crusade. Now elevated to the rank of Captain of the 6th Company, he leads his battle-brothers with courage and honour, wading into the thick of the fight with thunder hammer in hand.



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**

POINTS

Ferren Areios

1 model 80 pts

UNIT COMPOSITION

- **1 Ferren Areios – EPIC HERO**

This model is equipped with: heavy bolt pistol; relic thunder hammer.

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, GRENADES, EPIC HERO, TACTICUS, CAPTAIN, FERREN AREIOS




FACTION KEYWORDS: ADEPTUS ASTARTES


LAND RAIDER HELIOS

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	12	2+	16	6+	5



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Godhammer lascannons	48"	2	3+	12	-3	D6+1
Helios launcher [ANTI-FLY 3+]	48"	3	3+	9	-1	3
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	6	4+	8	0	1

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.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, LAND RAIDER HELIOS



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- This model can be equipped with 1 storm bolter.
- This model can be equipped with 1 hunter-killer missile.

UNIT COMPOSITION

- **1 Land Raider Helios**

This model is equipped with: 2 godhammer lascannons; Helios launcher; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS**, **POSSESSED** 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 HELIOS**



FACTION KEYWORDS:
ADEPTUS ASTARTES

MORTIS DREADNOUGHT

WARHAMMER LEGENDS

M

6"

T

9

SV

2+

W

8

LD

6+

OC

3



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Assault cannon [DEVASTATING WOUNDS]

24"

6

3+

6

0

1

Dreadnought inferno cannon

12"

2D6

N/A

6

-1

1

[IGNORES COVER, TORRENT]



Heavy plasma cannon – standard [BLAST]

36"

D3

3+

7

-2

2



Heavy plasma cannon – supercharge

36"

D3

3+

8

-3

3

[BLAST, HAZARDOUS]



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

Twin autocannon [TWIN-LINKED]

48"

2

3+

9

-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

Armoured feet

Melee

5

3+

6

0

1



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

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT, MORTIS DREADNOUGHT

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Oath of Moment**

Mortis 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.



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- This model's 2 twin heavy bolters can be replaced with one of the following:
 - 2 assault cannons
 - 2 Dreadnought inferno cannons
 - 2 heavy plasma cannons
 - 2 missile launchers
 - 2 multi-meltas
 - 2 twin autocannons
 - 2 twin lascannons
-

UNIT COMPOSITION

- **1 Mortis Dreadnought**

This model is equipped with: 2 twin heavy bolters; armoured feet.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT, MORTIS DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES

DEIMOS PREDATOR

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Conversion beam cannon [CONVERSION, SUSTAINED HITS D3]	24"	1	3+	7	-1	3
Conversion: Each time an attack is made with this weapon, if the target is more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.						
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.						
Infernus cannon [IGNORES COVER, TORRENT]	12"	2D6	N/A	6	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Magna-melta cannon [MELTA 4]	18"	2	3+	12	-4	D6
Plasma destroyer – standard [BLAST]	36"	D3	3+	8	-2	2
Plasma destroyer – supercharge [BLAST, HAZARDOUS]	36"	D3	3+	9	-3	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

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

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, DEIMOS PREDATOR

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Armoured Spearhead: Each time this model makes an attack that targets an enemy unit, re-roll a Hit roll of 1 and, if that unit is within range of an objective marker you do not control, you can re-roll the Hit roll instead.

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

WARGEAR OPTIONS

- This model's plasma destroyer can be replaced with one of the following:
 - 1 conversion beam cannon
 - 1 infernus cannon
 - 1 magna-melta cannon
- This model can be equipped with one of the following:
 - 2 heavy bolters
 - 2 heavy flamers*
 - 2 lascannons
- This model can be equipped with 1 storm bolter.
- This model can be equipped with 1 hunter-killer missile.

** The profile for this weapon can be found on the Adeptus Astartes Legends Armoury card.*

UNIT COMPOSITION

- **1 Deimos Predator**

This model is equipped with: plasma destroyer; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, DEIMOS PREDATOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

CHAPLAIN VENERABLE DREADNOUGHT




WARHAMMER LEGENDS


M T SV W LD OC


6" 9 2+ 8 6+ 3

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Dreadnought inferno cannon [IGNORES COVER, TORRENT]	12"	2D6	N/A	6	-1	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
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
Armoured feet	Melee	5	3+	6	0	1
Dreadnought combat weapon	Melee	5	3+	12	-2	3

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

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT,
CHAPLAIN VENERABLE DREADNOUGHT

ABILITIES

CORE: Deadly Demise 1

FACTION: Oath of Moment

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.



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- This model's storm bolter and Dreadnought combat weapon can be replaced with one of the following:
 - 1 heavy flamer and 1 Dreadnought combat weapon
 - 1 assault cannon
 - 1 Dreadnought inferno cannon
 - 1 heavy plasma cannon
 - 1 multi-melta
 - 1 twin lascannon

- This model's assault cannon can be replaced with one of the following:
 - 1 Dreadnought inferno cannon
 - 1 heavy plasma cannon
 - 1 multi-melta
 - 1 storm bolter and 1 Dreadnought combat weapon
 - 1 heavy flamer and 1 Dreadnought combat weapon
 - 1 twin lascannon

UNIT COMPOSITION

- **1 Chaplain Venerable Dreadnought**

This model is equipped with: assault cannon; storm bolter; Dreadnought combat weapon.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT,
CHAPLAIN VENERABLE DREADNOUGHT







FACTION KEYWORDS:
ADEPTUS ASTARTES


LAND SPEEDER TEMPEST

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
14"	8	3+	7	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
 Tempest salvo launcher – frag [BLAST]	36"	2D6	3+	4	0	1
 Tempest salvo launcher – krak	36"	2	3+	9	-2	D6

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	4	0	1

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

KEYWORDS: VEHICLE, FLY, IMPERIUM, LAND SPEEDER TEMPEST

ABILITIES

CORE: **Deadly Demise 1, Deep Strike**

FACTION: **Oath of Moment**

Isolate and Destroy: Each time this model makes an attack that targets an enemy unit, if there are no other units from your opponent's army within 6" of that target, add 1 to the Wound roll.



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Land Speeder Tempest

This model is equipped with: assault cannon; Tempest salvo launcher; armoured hull.

KEYWORDS: VEHICLE, FLY, IMPERIUM, LAND SPEEDER TEMPEST



FACTION KEYWORDS:
ADEPTUS ASTARTES

CARAB CULLN THE RISEN

WARHAMMER LEGENDS

M 8" T 10 SV 2+ W 12 LD 6+ OC 4

5+ INVULNERABLE SAVE

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	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.

Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
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MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Tarsus Scorpii	Melee	5	3+	12	-3	4

ABILITIES

CORE: Deadly Demise D3

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.

Death-hold: 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.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, SMOKE, CHARACTER, EPIC HERO, DREADNOUGHT, CARAB CULLN THE RISEN



FACTION KEYWORDS: ADEPTUS ASTARTES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Carab Culln the Risen – EPIC HERO

This model is equipped with: heavy bolter; 2 heavy flamers; 3 hunter-killer missiles; twin assault cannon; Tarsus Scorpii.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, SMOKE, CHARACTER, EPIC HERO, DREADNOUGHT, CARAB CULLN THE RISEN





FACTION KEYWORDS:
ADEPTUS ASTARTES

CAESTUS ASSAULT RAM

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20+''	10	3+	18	6+	0



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Firefury missile batteries [BLAST, IGNORES COVER]	36''	2D6	3+	6	-1	1
Twin magna-melta [MELTA 4, TWIN-LINKED]	18''	2	3+	12	-4	D6
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull [LANCE]	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6, Hover**

FACTION: **Oath of Moment**

Into the Foe: If a unit disembarks from this **TRANSPORT** before it moves, until the end of the turn, that unit is eligible to charge in a turn in which it Advanced.

 **DAMAGED: 1-6 WOUNDS REMAINING**

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, AIRCRAFT, TRANSPORT, FLY, IMPERIUM, CAESTUS ASSAULT RAM**



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Caestus Assault Ram

This model is equipped with: firefury missile batteries; twin magna-melta; 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, AIRCRAFT, TRANSPORT, FLY, IMPERIUM, CAESTUS ASSAULT RAM





FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER PROMETHEUS

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	12	2+	16	6+	5



 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.						
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Quad heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	6	3+	5	-1	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

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.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, LAND RAIDER PROMETHEUS



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.
- This model can be equipped with 1 hunter-killer missile.

UNIT COMPOSITION

- **1 Land Raider Prometheus**

This model is equipped with: 2 quad heavy bolters; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS**, **POSSESSED** 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 PROMETHEUS**




FACTION KEYWORDS:
ADEPTUS ASTARTES

VENERABLE DREADNOUGHT

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	9	2+	8	6+	3

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Dreadnought inferno cannon [IGNORES COVER, TORRENT]	12"	2D6	N/A	6	-1	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin autocannon [TWIN-LINKED]	48"	2	3+	9	-1	3
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured feet	Melee	5	3+	6	0	1
Dreadnought combat weapon	Melee	5	3+	12	-2	3

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.

KEYWORDS: **VEHICLE, WALKER, SMOKE, IMPERIUM, VENERABLE, DREADNOUGHT**



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- This model's assault cannon can be replaced with one of the following:
 - 1 heavy plasma cannon*
 - 1 multi-melta
 - 1 twin autocannon
 - 1 twin heavy bolter
 - 1 twin heavy flamer
 - 1 twin lascannon
 - 1 Dreadnought inferno cannon
- This model's storm bolter and Dreadnought combat weapon can be replaced with one of the following:
 - 1 heavy flamer and 1 Dreadnought combat weapon
 - 1 missile launcher*
 - 1 twin autocannon

** The profile for this weapon can be found on the Adeptus Astartes Legends Armoury card.*

UNIT COMPOSITION

- **1 Venerable Dreadnought**

This model is equipped with: assault cannon; storm bolter; armoured feet; Dreadnought combat weapon.

KEYWORDS: VEHICLE, WALKER, SMOKE, IMPERIUM, VENERABLE, DREADNOUGHT








FACTION KEYWORDS:
ADEPTUS ASTARTES

RHINO PRIMARIS

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	9	3+	10	6+	3

 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.						
 Twin plasma gun – standard [RAPID FIRE 1, TWIN-LINKED]	24"	1	3+	7	-2	1
 Twin plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1, TWIN-LINKED]	24"	1	3+	8	-3	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

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

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, RHINO PRIMARIS

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Self Repair: At the end of your Command phase, this model regains 1 lost wound.

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.



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.

UNIT COMPOSITION

- 1 Rhino Primaris

This model is equipped with: twin plasma gun; 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 (except for TACTICUS CHARACTER models that begin the battle attached to a non-TACTICUS unit).

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, RHINO PRIMARIS





FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER EXCELSIOR

WARHAMMER LEGENDS

M 10" T 12 SV 2+ W 16 LD 6+ OC 5

5+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Godhammer lascannons	48"	2	3+	12	-3	D6+1
Grav-cannon [ANTI-VEHICLE 2+]	24"	3	3+	6	-1	3
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
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: Deadly Demise D6

FACTION: Oath of Moment

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

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.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, LAND RAIDER EXCELSIOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.
- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 combi-weapon.

UNIT COMPOSITION

- **1 Land Raider Excelsior**

This model is equipped with: grav-cannon; 2 Godhammer lascannon; 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 EXCELSIOR





FACTION KEYWORDS:
ADEPTUS ASTARTES

IMPERIAL SPACE MARINE

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Disintegration combi-gun <small>[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</small>	24"	1	4+	5	-1	1
Disintegration pistol <small>[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, PISTOL]</small>	12"	1	3+	5	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Swift Assault: While this model is leading a unit, ranged weapons equipped by models in that unit have the [ASSAULT] ability.

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.

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, GRENADES, IMPERIAL SPACE MARINE



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Imperial Space Marine**

This model is equipped with: disintegration combi-gun; disintegration pistol; close combat weapon.

LEADER

This model can be attached to the following units:

- **ASSAULT SQUAD**
- **COMMAND SQUAD**
- **TACTICAL SQUAD**
- **VANGUARD VETERAN SQUAD**
- **DEVASTATOR SQUAD**

You can attach this model to one of the above units even if one CHARACTER 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, IMPERIUM, CHARACTER, GRENADES, IMPERIAL SPACE MARINE




FACTION KEYWORDS:
ADEPTUS ASTARTES


TERMINUS ULTRA


WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	12	2+	16	6+	5



 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.						
Lascannon	48"	1	3+	12	-3	D6+1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Terminus lascannon – overload [HAZARDOUS, TWIN-LINKED]	48"	1	3+	14	-3	D6+3
Terminus lascannon – standard [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

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

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, TERMINUS ULTRA

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.



FACTION KEYWORDS:
ADEPTUS ASTARTES

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.
-

UNIT COMPOSITION

- **1 Terminus Ultra**

This model is equipped with: 3 Terminus lascannons; 2 lascannons; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, TERMINUS ULTRA





FACTION KEYWORDS:
ADEPTUS ASTARTES

RELIC RAZORBACK

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2

 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.						
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
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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Fire Support: In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. 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.

KEYWORDS: **VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, RELIC RAZORBACK**



FACTION KEYWORDS: **ADEPTUS ASTARTES**

WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with one of the following:
 - 1 multi-melta
 - 1 twin assault cannon
 - 1 twin lascannon
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- **1 Relic 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 (except for **TACTICUS CHARACTER** models that begin the battle attached to a non-**TACTICUS** unit).

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, RELIC RAZORBACK





FACTION KEYWORDS: ADEPTUS ASTARTES

COMPANY VETERANS ON BIKES

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	5	3+	2	6+	2

 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-gun [ANTI-VEHICLE 2+]	18"	2	3+	5	-1	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	2
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

 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	3	3+	5	-2	2
Thunder hammer [DEVASTATING WOUNDS]	Melee	2	4+	8	-2	2

ABILITIES

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.

KEYWORDS: MOUNTED, IMPERIUM, GRENADES, COMPANY VETERANS



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- The Veteran Biker Sergeant's bolt pistol can be replaced with one of the following:
 - 1 boltgun
 - 1 combi-weapon
 - 1 grav-pistol
 - 1 plasma pistol*
 - 1 storm bolter

- The Veteran Biker Sergeant's Astartes chainsword can be replaced with one of the following:
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer

- Any number of Veteran Bikers' bolt pistols can each be replaced with one of the following:
 - 1 grav-pistol
 - 1 plasma pistol*
 - 1 power fist

- 1 power weapon
- 1 thunder hammer
- 1 storm shield

- Any number of Veteran Bikers' Astartes chainswords can each be replaced with one of the following:
 - 1 flamer
 - 1 grav-gun
 - 1 grav-pistol
 - 1 meltagun
 - 1 plasma gun*
 - 1 plasma pistol*
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
 - 1 storm shield

**The profile for this weapon can be found on the Adeptus Astartes Legends Armoury card.*

UNIT COMPOSITION

- 1 Veteran Biker Sergeant
- 1-4 Veteran Bikers

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

COMMAND SQUAD BODYGUARD

If a model from your army with the Leader ability can be attached to a **BIKE SQUAD**, it can be attached to this unit instead.

KEYWORDS: MOUNTED, IMPERIUM, GRENADES, COMPANY VETERANS




FACTION KEYWORDS:
ADEPTUS ASTARTES


COMPANY CHAMPION ON BIKE

WARHAMMER LEGENDS

M 12" T 5 SV 3+ W 5 LD 6+ OC 2

4+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

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

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Honour or Death: While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit and you can target that unit with the Heroic Intervention Stratagem for OCP, even if you have already used that Stratagem on a different unit this phase.

Martial Superiority: Each time this model makes a melee attack that targets a **CHARACTER** unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, COMPANY CHAMPION



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Company Champion on Bike**

This model is equipped with: bolt pistol; twin boltgun; master-crafted power weapon.

LEADER

This model can be attached to the following units:




- **BIKE SQUAD**
- **OUTRIDER SQUAD**


KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, COMPANY CHAMPION




FACTION KEYWORDS:
ADEPTUS ASTARTES

M	T	SV	W	LD	OC
12"	5	3+	5	6+	2

 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	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
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

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

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

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, ANCIENT

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Ancient on Bike**
This model is equipped with: bolt pistol; twin boltgun; Astartes chainsword.

LEADER

This model can be attached to the following units:


- **BIKE SQUAD**
- **OUTRIDER SQUAD**


KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, ANCIENT



FACTION KEYWORDS:
ADEPTUS ASTARTES

M	T	SV	W	LD	OC
12"	5	3+	5	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	5	3+	4	-1	1

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.
-

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, APOTHECARY



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Apothecary on Bike**

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

LEADER

This model can be attached to the following units:


- **BIKE SQUAD**
- **OUTRIDER SQUAD**


KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, APOTHECARY



FACTION KEYWORDS:
ADEPTUS ASTARTES

M	T	SV	W	LD	OC
12"	5	3+	5	6+	2

 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
Conversion beamer [CONVERSION, SUSTAINED HITS D3]	24"	1	3+	8	-1	2
Conversion: Each time an attack is made with this weapon, if the target is more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.						
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	5	3+	4	-1	1
Omnissian power axe	Melee	4	3+	6	-2	2
Plasma cutter [EXTRA ATTACKS]	Melee	2	3+	8	-2	2
Power fist	Melee	4	3+	8	-2	2
Servo arm [EXTRA ATTACKS]	Melee	1	3+	8	-2	3
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, TECHMARINE

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.



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

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

- This model's Omnissian power axe can be replaced with one of the following:
 - 1 Astartes chainsword
 - 1 power fist
 - 1 thunder hammer

- This model must be equipped with one of the following:
 - 1 servo arm
 - 1 conversion beamer
 - 1 flamer, 1 plasma cutter and 2 servo-arms

** The profile for this weapon can be found on the Adeptus Astartes Legends Armoury card.*

UNIT COMPOSITION

- **1 Techmarine on Bike**

This model is equipped with: bolt pistol; twin boltgun; Omnissian power axe.

LEADER

This model can be attached to the following units:






- **BIKE SQUAD**
- **OUTRIDER SQUAD**


KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, TECHMARINE




**FACTION KEYWORDS:
ADEPTUS ASTARTES**

M	T	SV	W	LD	OC
12"	5	3+	5	6+	2

 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	2
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
 Smite – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3
 Smite – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

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

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

KEYWORDS: MOUNTED, CHARACTER, GRENADES, PSYKER, IMPERIUM, 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.



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Librarian on Bike**

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

LEADER

This model can be attached to the following units:

- **BIKE SQUAD**
- **OUTRIDER SQUAD**

KEYWORDS: MOUNTED, CHARACTER, GRENADES, PSYKER, IMPERIUM, LIBRARIAN



FACTION KEYWORDS:
ADEPTUS ASTARTES

THUNDERHAWK TRANSPORTER

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20+"	12	2+	30	6+	0



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hellstrike missile battery [ANTI-FLY 4+]	72"	4	3+	8	-2	3
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	8	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6+2, Hover**

FACTION: **Oath of Moment**

Aerial Deployment: If this model starts the game in Hover mode and in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, TRANSPORT, IMPERIUM, THUNDERHAWK TRANSPORTER



FACTION KEYWORDS: ADEPTUS ASTARTES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Thunderhawk Transporter

This model is equipped with: hellstrike missile battery; 4 twin heavy bolters; armoured hull.

TRANSPORT

This model has a transport capacity of 15 **ADEPTUS ASTARTES INFANTRY** or **ADEPTUS ASTARTES MOUNTED** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models. Each **CENTURION** model takes up the space of 3 models. Each **MOUNTED** model takes up the space of 4 models. This model can also transport up to 2 **ADEPTUS ASTARTES VEHICLE** models (excluding **AIRCRAFT** and **TITANIC** models). Models embarked within **TRANSPORT VEHICLES** that are themselves being transported by this model do not count towards the transport capacity of this model.

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, TRANSPORT, IMPERIUM,
THUNDERHAWK TRANSPORTER





FACTION KEYWORDS:
ADEPTUS ASTARTES

TARANTULA AIR DEFENCE BATTERY

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
-	5	3+	4	7+	0

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Tarantula air defence missiles [ANTI-FLY 2+, BLAST]	48"	D6	4+	7	-1	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	1	4+	4	0	1

ABILITIES

CORE: Deadly Demise 1

Sentry Programming: You can target this model with the Fire Overwatch Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this turn. This model can only be targeted with that Stratagem once per turn.

KEYWORDS: VEHICLE, IMPERIUM, TARANTULA AIR DEFENCE BATTERY



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Tarantula Air Defence Battery

This model is equipped with: Tarantula air defence missiles; armoured hull.

KEYWORDS: VEHICLE, IMPERIUM, TARANTULA AIR DEFENCE BATTERY



FACTION KEYWORDS:
ADEPTUS ASTARTES



CHAPLAIN CASSIUS

WARHAMMER LEGENDS

M T SV W LD OC

6" 4 3+ 4 5+ 1

4+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Infernus <small>[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, IGNORES COVER, TORRENT]</small>	12"	D6	N/A	4	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Artificer crozius	Melee	5	2+	6	-1	2

ABILITIES

CORE: **Feel No Pain 5+, Leader**

FACTION: **Oath of Moment**

Catechism of Death: While this model is leading a unit, melee weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

Inspired Retribution: While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, CHAPLAIN CASSIUS



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Chaplain Cassius – EPIC HERO

This model is equipped with: Infernus; artificer crozius.

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD
- COMMAND SQUAD
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD
- TYRANNIC WAR VETERANS
- VANGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, CHAPLAIN CASSIUS



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

SERGEANT CHRONUS

WARHAMMER LEGENDS

M

6"

T

4

SV

2+

W

3

LD

6+

OC

1

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
Chronus' servo-arm	Melee	3	3+	8	-2	3

ABILITIES

FACTION: Oath of Moment

Tank Commander: While this model is commanding a **VEHICLE** model (see reverse):

- Ranged weapons equipped by that **VEHICLE** model have a Ballistic Skill characteristic of 2+.
- Each time that **VEHICLE** model is selected to shoot, you can re-roll one Wound roll when resolving those attacks.

Chronus: When this model disembarks from a **VEHICLE** model it was commanding, it has the Lone Operative ability until the end of the battle.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, SERGEANT CHRONUS



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Sergeant Chronus – EPIC HERO

This model is equipped with: bolt pistol; Chronus' servo-arm.

TANK COMMANDER

If your army includes one or more of the **VEHICLE** models listed below, Sergeant Chronus must start the battle embarked within one of those models as if it were a **TRANSPORT**. Sergeant Chronus can only disembark from that **VEHICLE** if it is destroyed. While embarked in this way, Sergeant Chronus is said to be commanding that **VEHICLE**.

- HUNTER
- LAND RAIDER
- LAND RAIDER CRUSADER
- LAND RAIDER REDEEMER
- PREDATOR ANNIHILATOR
- PREDATOR DESTROYER
- STALKER
- VINDICATOR
- WHIRLWIND

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, SERGEANT CHRONUS





FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

SERGEANT TELION

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Quietus [PRECISION]	36"	2	2+	4	-2	3

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Combat knife	Melee	4	3+	4	0	1

ABILITIES

CORE: **Infiltrators, Leader, Scouts 6", Stealth**

FACTION: **Oath of Moment**

Voice of Experience: While this model is leading a unit, improve the Objective Control characteristic of models in that unit by 1 and each time a model in that unit makes an attack, add 1 to the Hit roll.

Guiding Hand: While this model is leading a unit, each time that unit is selected to shoot or fight, select one of the following abilities to apply to weapons equipped by models in that unit until the end of the phase:

- [LETHAL HITS]
- [PRECISION]
- [SUSTAINED HITS 1]

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, SERGEANT TELION



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Sergeant Telion – EPIC HERO

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

LEADER

This model can be attached to the following units:

- SCOUT SQUAD
- SCOUT SNIPER SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, SERGEANT TELION



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES




CAPTAIN ON BIKE


WARHAMMER LEGENDS


M	T	SV	W	LD	OC
12"	5	3+	6	6+	2

4+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	2+	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	2+	8	-4	D3
Master-crafted boltgun	24"	2	2+	4	0	2
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2
Twin boltgun [TWIN-LINKED]	24"	2	2+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	7	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	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
Twin lightning claws [TWIN-LINKED]	Melee	7	2+	5	-2	1

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

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, CAPTAIN

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Swift Assault: While this model is leading a unit, ranged weapons equipped by models in that unit have the [ASSAULT] ability.

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

WARGEAR ABILITIES

Relic Shield: The bearer has a Wounds characteristic of 7.



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
 - 1 combi-weapon**
 - 1 hand flamer
 - 1 inferno pistol
 - 1 master-crafted boltgun
 - 1 plasma pistol
 - 1 storm bolter**
 - 1 relic shield*
 - 1 relic weapon
 - 1 power fist
 - 1 thunder hammer
- This model's Astartes chainsword can be replaced with one of the following:
 - 1 close combat weapon and 1 relic shield*
 - 1 power fist
 - 1 relic weapon
- This model's bolt pistol and Astartes chainsword can be replaced with 1 twin lightning claws.
 - * *Maximum one per model.*
 - ** *The profile for this weapon can be found on the Adeptus Astartes Legends Armoury card.*

UNIT COMPOSITION

- **1 Captain on Bike**

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

LEADER

This model can be attached to the following units:

- **BIKE SQUAD**
- **OUTRIDER SQUAD**

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, CAPTAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

ASTARTES SERVITORS



WARHAMMER LEGENDS

M T SV W LD OC
6" 4 4+ 1 8+ 0

6+

INVULNERABLE SAVE

RANGED WEAPONS


	RANGE	A	BS	S	AP	D
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
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

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	3	0	1
Servitor servo-arm	Melee	1	5+	6	-2	3

ABILITIES

Mindlock: While a **TECHMARINE** model is leading this unit, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons equipped by **ASTARTES SERVITOR** models in this unit by 1.

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

KEYWORDS: INFANTRY, IMPERIUM, ASTARTES SERVITORS



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- Up to 2 models can each have their Servitor servo-arm replaced with one of the following:
 - 1 heavy bolter and 1 close combat weapon
 - 1 multi-melta and 1 close combat weapon
 - 1 plasma cannon and 1 close combat weapon

UNIT COMPOSITION

- 4 Astartes Servitors

Every model is equipped with: Servitor servo-arm.

SERVITOR RETINUE

At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a **TECHMARINE**. If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

KEYWORDS: INFANTRY, IMPERIUM, ASTARTES SERVITORS








FACTION KEYWORDS:
ADEPTUS ASTARTES

VANGUARD VETERAN SQUAD

WARHAMMER LEGENDS

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

 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	2
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
Heirloom weapon	Melee	4	3+	5	-1	1

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

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, VANGUARD VETERAN SQUAD

ABILITIES

CORE: Scouts 6"

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.



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Vanguard Veteran Sergeant
- 4-9 Vanguard Veterans

Every model is equipped with: bolt pistol; heirloom weapon.

ATTACHED UNITS

If a **CHARACTER** unit from your army with the Leader ability can be attached to an **ASSAULT INTERCESSOR SQUAD**, it can also be attached to this unit.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, VANGUARD VETERAN SQUAD





FACTION KEYWORDS:
ADEPTUS ASTARTES

IRONCLAD DREADNOUGHT

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	10	2+	8	6+	3

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	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.						
Hurricane bolter [RAPID FIRE 6, TWIN-LINKED]	24"	6	3+	4	0	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Dreadnought chainfist [ANTI-VEHICLE 3+]	Melee	4	3+	12	-2	3
Dreadnought combat weapon	Melee	5	3+	12	-2	3
Seismic hammer	Melee	3	3+	14	-3	D6+2

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Oath of Moment**

Siege-breaker Protocols: Each time this model makes a melee attack that targets a **VEHICLE** or **FORTIFICATION** unit, add 1 to the Hit roll and add 1 to the Wound roll.

WARGEAR ABILITIES

Ironclad Assault Launchers: The bearer has the **GRENADES** keyword.

KEYWORDS: **VEHICLE, WALKER, SMOKE, IMPERIUM, DREADNOUGHT, IRONCLAD DREADNOUGHT**



FACTION KEYWORDS: **ADEPTUS ASTARTES**

WARGEAR OPTIONS

- This model's seismic hammer can be replaced with 1 Dreadnought chainfist.
 - This model's Dreadnought combat weapon and storm bolter can be replaced with 1 hurricane bolter.
 - This model's storm bolter can be replaced with 1 heavy flamer.
 - This model's meltagun can be replaced with 1 heavy flamer.
 - This model can be equipped with up to 2 hunter-killer missiles.
 - This model can be equipped with 1 Ironclad assault launchers.
-

UNIT COMPOSITION

- 1 Ironclad Dreadnought

This model is equipped with: meltagun; storm bolter; Dreadnought combat weapon; seismic hammer.

KEYWORDS: VEHICLE, WALKER, SMOKE, IMPERIUM, DREADNOUGHT,
IRONCLAD DREADNOUGHT









FACTION KEYWORDS:
ADEPTUS ASTARTES


ASSAULT SQUAD

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
 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

 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
Eviscerator [SUSTAINED HITS 1]	Melee	3	4+	7	-2	2
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
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	4	-2	1

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

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, ASSAULT SQUAD

ABILITIES

FACTION: **Oath of Moment**

Chainsword Doctrines: Each time this unit is selected to fight, select one of the following abilities to apply to all Astartes chainswords equipped by models in this unit until the end of the phase:

- [SUSTAINED HITS 1]
- [LETHAL HITS]
- [LANCE]

WARGEAR ABILITIES

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- The Assault Sergeant's bolt pistol can be replaced with one of the following:
 - 1 grav-pistol*
 - 1 hand flamer*
 - 1 inferno pistol*
 - 1 plasma pistol
- The Assault Sergeant's Astartes chainsword can be replaced with one of the following:
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
- The Assault Sergeant can do one of the following:
 - Replace its bolt pistol and Astartes chainsword with 1 twin lightning claws.
 - Be equipped with 1 Astartes shield.
- Up to 2 Assault Marines can each have their bolt pistol and Astartes chainsword replaced with one of the following:
 - 1 plasma pistol and 1 Astartes chainsword
 - 1 flamer and 1 close combat weapon
 - 1 meltagun and 1 close combat weapon
 - 1 plasma gun and 1 close combat weapon
- For every 5 models in this unit, 1 model's Astartes chainsword can be replaced with 1 eviscerator.

**The profile for this weapon can be found on the Adeptus Astartes Legends Armoury card.*

UNIT COMPOSITION

- 1 Assault Sergeant
- 4-9 Assault Marines

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

ATTACHED UNITS

If a **CHARACTER** unit from your army with the Leader ability can be attached to an **ASSAULT INTERCESSOR SQUAD**, it can also be attached to this unit.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, ASSAULT SQUAD









FACTION KEYWORDS:
ADEPTUS ASTARTES


ASSAULT SQUAD WITH JUMP PACKS

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
 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

 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
Eviscerator [SUSTAINED HITS 1]	Melee	3	4+	7	-2	2
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
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	4	-2	1

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

KEYWORDS: INFANTRY, GRENADES, JUMP PACK, FLY, IMPERIUM, ASSAULT SQUAD 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 and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

WARGEAR ABILITIES

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



FACTION KEYWORDS: ADEPTUS ASTARTES

WARGEAR OPTIONS

- The Assault Sergeant with Jump Pack's bolt pistol can be replaced with one of the following:
 - 1 grav-pistol*
 - 1 hand flamer*
 - 1 inferno pistol*
 - 1 plasma pistol
- The Assault Sergeant with Jump Pack's Astartes chainsword can be replaced with one of the following:
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
- The Assault Sergeant with Jump Pack can do one of the following:
 - Replace its bolt pistol and Astartes chainsword with 1 twin lightning claws.
 - Be equipped with 1 Astartes shield.
- Up to 2 Assault Marines with Jump Packs can each have their bolt pistol and Astartes chainsword replaced with one of the following:
 - 1 plasma pistol and 1 Astartes chainsword
 - 1 flamer and 1 close combat weapon
 - 1 meltagun and 1 close combat weapon
 - 1 plasma gun and 1 close combat weapon
- For every 5 models in this unit, 1 model's Astartes chainsword can be replaced with 1 eviscerator.

**The profile for this weapon can be found on the Adeptus Astartes Legends Armoury card.*

UNIT COMPOSITION

- 1 Assault Sergeant with Jump Pack
- 4-9 Assault Marines with Jump Packs

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

ATTACHED UNITS

If a **CHARACTER** unit from your army with the Leader ability can be attached to **ASSAULT INTERCESSORS WITH JUMP PACKS**, it can also be attached to this unit.

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





FACTION KEYWORDS: ADEPTUS ASTARTES

PRIMARIS COMPANY CHAMPION

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power weapon [PRECISION]	Melee	5	2+	5	-2	2

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Honour or Death: While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit and you can target that unit with the Heroic Intervention Stratagem for OCP, even if you have already used that Stratagem on a different unit this phase.

Martial Superiority: Each time this model makes a melee attack that targets a **CHARACTER** unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, PRIMARIS COMPANY CHAMPION



FACTION KEYWORDS: ADEPTUS ASTARTES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Primaris Company Champion

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

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS,
PRIMARIS COMPANY CHAMPION







FACTION KEYWORDS:
ADEPTUS ASTARTES


COMMAND SQUAD

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grav-gun [ANTI-VEHICLE 2+]	18"	2	3+	5	-1	2
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
 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

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Champion's blade [PRECISION]	Melee	4	3+	5	-2	2
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

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

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, COMMAND SQUAD

ABILITIES

FACTION: Oath of Moment

Narthecium: While this unit contains an Apothecary, in your Command phase, you can return 1 destroyed model (excluding CHARACTER models) to this unit.

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

Honour or Death: While this unit contains a Company Champion, add 1 to Advance and Charge rolls made for this unit and you can target this unit with the Heroic Intervention Stratagem for OCP, even if you have already used that Stratagem on a different unit this phase.

WARGEAR ABILITIES

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- Any number of models can each have their bolt pistol replaced with one of the following:
 - 1 hand flamer*
 - 1 grav-pistol*
 - 1 inferno pistol*
 - 1 plasma pistol*
- Any number of Company Veterans can each have their bolt pistol replaced with 1 Astartes shield.
- Any number of Company Veterans can each have their bolt pistol and boltgun replaced with 1 twin lightning claws.
- The Company Ancient's bolt pistol can be replaced with one of the following:
 - 1 boltgun
 - 1 combi-weapon*
- Any number of Company Veterans can each have their boltgun replaced with one of the following:
 - 1 Astartes chainsword
 - 1 Astartes shield
 - 1 combi-weapon*
 - 1 flamer
 - 1 heavy bolter*
 - 1 heavy flamer*
 - 1 grav-cannon*
 - 1 grav-gun
 - 1 lascannon*
 - 1 meltagun
 - 1 missile launcher*
 - 1 multi-melta*
 - 1 plasma cannon*
 - 1 plasma gun
 - 1 storm bolter*
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer

* The profile for this weapon can be found on the Adeptus Astartes Legends Armoury card.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, COMMAND SQUAD

UNIT COMPOSITION

- 1 Apothecary
- 1 Company Ancient
- 1 Company Champion
- 2 Company Veterans

The **Apothecary** is equipped with: bolt pistol; Astartes chainsword.

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

The **Company Champion** is equipped with: bolt pistol; Champion's blade; Astartes shield.

Each **Company Veteran** is equipped with: bolt pistol; boltgun, close combat weapon.

ATTACHED UNITS

If a **CHARACTER** unit from your army with the Leader ability can be attached to a **COMPANY HEROES** unit, it can also be attached to this unit.



FACTION KEYWORDS:
ADEPTUS ASTARTES




RELIC TERMINATOR SQUAD


WARHAMMER LEGENDS


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

4+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
 Plasma blaster – standard	18"	2	3+	7	-2	1
 Plasma blaster – supercharge [HAZARDOUS]	18"	2	3+	8	-3	2
Reaper autocannon [DEVASTATING WOUNDS, SUSTAINED HITS 1]	36"	4	3+	7	-1	1
Volkite charger [DEVASTATING WOUNDS]	18"	2	3+	5	0	2

 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
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

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

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, RELIC TERMINATOR SQUAD

ABILITIES

CORE: **Deep Strike**

FACTION: **Oath of Moment**

Fury of the First: Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristic and/or to the Hit roll. In addition, each time a model in this unit makes an attack that targets the enemy unit you selected for the Oath of Moment ability this turn, add 1 to the Hit roll.

WARGEAR ABILITIES

Grenade Harness: The bearer has the **GRENADES** keyword.



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- The Relic Terminator Sergeant's combi-bolter can be replaced with one of the following:
 - 1 plasma blaster
 - 1 volkite charger
- For every 5 models in this unit, 1 Relic Terminator's combi-bolter can be replaced with one of the following:
 - 1 heavy flamer
 - 1 reaper autocannon
- For every 5 models in this unit, 1 model can be equipped with 1 grenade harness.
- Any number of models can each have their power fist replaced with 1 power weapon.
- Any number of models can each have their power fist replaced with one 1 chainfist.
- Any number of models can each have their combi-bolter and power fist replaced with 1 twin lightning claws.

UNIT COMPOSITION

- 1 Relic Terminator Sergeant
- 4-9 Relic Terminators

Every model is equipped with: combi-bolter; power fist.

ATTACHED UNITS

If a **CHARACTER** unit from your army with the Leader ability can be attached to a **TERMINATOR SQUAD**, it can also be attached to this unit.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, RELIC TERMINATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

SCOUT SNIPER SQUAD

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

6"




4


4+


2

6+

1

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
 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
Close combat weapon	Melee	2	3+	4	0	1

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

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

ABILITIES

CORE: **Infiltrators, Stealth**

FACTION: **Oath of Moment**

Concealed Positions: This unit can only be selected as the target of a ranged attack if the attacking model is within 12".



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- 1 Scout Sniper's scout sniper rifle can be replaced with 1 missile launcher.

UNIT COMPOSITION

- 1 Scout Sniper Sergeant
- 4-9 Scout Snipers

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

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





FACTION KEYWORDS:
ADEPTUS ASTARTES

TYRANNIC WAR VETERANS

WARHAMMER LEGENDS

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

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

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

ABILITIES

FACTION: **Oath of Moment**

Tyrannic War Veterans: Weapons equipped by models in this unit are have the [DEVASTATING WOUNDS] ability when targeting TYRANIDS units.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TYRANNIC WAR VETERANS



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Veteran Sergeant
- 4 Tyrannic War Veterans

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

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TYRANNIC WAR VETERANS






FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES


BIKE SQUAD


WARHAMMER LEGENDS

M	T	SV	W	LD	OC	
12"	5	3+	3	6+	2	SPACE MARINE BIKE

M	T	SV	W	LD	OC	
12"	5	3+	5	6+	2	ATTACK BIKE

 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	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	3	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

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

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, BIKE SQUAD

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.



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- The Biker Sergeant's bolt pistol can be replaced with one of the following:
 - 1 Astartes chainsword
 - 1 boltgun*
 - 1 combi-weapon*
 - 1 hand flamer
 - 1 grav-pistol
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter*
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
- Any number of Space Marine Bikers can each have their bolt pistol replaced with 1 Astartes chainsword.
- Up to 2 Space Marine Bikers can each have their bolt pistol replaced with one of the following:
 - 1 flamer*
 - 1 grav-gun*
 - 1 meltagun*
 - 1 plasma gun*
 - 1 plasma pistol
- An Attack Bike's heavy bolter can be replaced with 1 multi-melta.

**The profile for this weapon can be found on the Adeptus Astartes Legends Armoury card.*

UNIT COMPOSITION

- 1 Biker Sergeant
- 2-5 Space Marine Bikers
- 0-1 Attack Bike

The Biker Sergeant and every Space Marine Biker is equipped with: bolt pistol; twin boltgun; close combat weapon.

An Attack Bike is equipped with: bolt pistol; heavy bolter; twin boltgun; close combat weapon.

ATTACHED UNITS

If a CHARACTER unit from your army with the Leader ability can be attached to an OUTRIDER SQUAD, it can also be attached to this unit.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, BIKE SQUAD




FACTION KEYWORDS:
ADEPTUS ASTARTES

ATTACK BIKE SQUAD

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	5	3+	5	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

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

ABILITIES

FACTION: **Oath of Moment**

Outrider Escort: Once per turn, in your opponent's Shooting phase, when a friendly **ADEPTUS ASTARTES MOUNTED** unit within 6" of this unit is selected as the target of an attack, this unit can use this ability. If it does, after that enemy unit has finished making its attacks, this unit 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).

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, ATTACK BIKE SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- Any number of models can each have their heavy bolter replaced with 1 multi-melta.

UNIT COMPOSITION

- **1-3 Attack Bikes**

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

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, ATTACK BIKE SQUAD









FACTION KEYWORDS:
ADEPTUS ASTARTES


SCOUT BIKE SQUAD

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	5	4+	3	6+	2

 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
Astartes shotgun [ASSAULT]	18"	2	3+	4	0	1
Bolt pistol [PISTOL]	12"	1	3+	4	0	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
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Combat knife	Melee	3	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

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

KEYWORDS: MOUNTED, GRENADES, SMOKE, IMPERIUM, SCOUT BIKE SQUAD

ABILITIES

CORE: Scouts 9"

FACTION: Oath of Moment

Outflank: When this unit arrives from Strategic Reserves, it can be set up within your opponent's deployment zone (all other restrictions still apply).



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- The Scout Biker Sergeant's bolt pistol can be replaced with one of the following:
 - 1 Astartes chainsword
 - 1 boltgun*
 - 1 combi-weapon*
 - 1 hand flamer*
 - 1 grav-pistol*
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter*
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
- Any number of models can each have their twin boltgun replaced with 1 Astartes grenade launcher.

** The profile for this weapon can be found on the Adeptus Astartes Legends Armoury card.*

UNIT COMPOSITION

- 1 Scout Biker Sergeant
- 2-5 Scout Bikers

Every model is equipped with: Astartes shotgun; bolt pistol; twin boltgun; combat knife.

KEYWORDS: MOUNTED, GRENADES, SMOKE, IMPERIUM, SCOUT BIKE SQUAD





FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND SPEEDER

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
14"	7	3+	6	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6

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

ABILITIES

CORE: **Deadly Demise 1, Deep Strike**

FACTION: **Oath of Moment**

Target Sighted: At the start of your Shooting phase, select one enemy unit that is visible to this model. Until the end of the phase, each time a friendly **ADEPTUS ASTARTES** model makes an attack with a Blast weapon that targets that enemy unit, add 1 to the Hit roll and that attack has the [IGNORES COVER] ability.

KEYWORDS: **VEHICLE, FLY, IMPERIUM, LAND SPEEDER**



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- This model's heavy bolter can be replaced with 1 multi-melta.

UNIT COMPOSITION

- 1 Land Speeder

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

KEYWORDS: VEHICLE, FLY, IMPERIUM, LAND SPEEDER




FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND SPEEDER TORNADO

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
14"	7	3+	6	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6

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

ABILITIES

CORE: **Deadly Demise 1, Deep Strike**

FACTION: **Oath of Moment**

Strafing Enfilade: Each time this model ends a Normal move, you can select one enemy unit (excluding **MONSTER** and **VEHICLE** units) that it moved over during that move, then roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

KEYWORDS: **VEHICLE, FLY, IMPERIUM, LAND SPEEDER TORNADO**



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- This model's heavy bolter can be replaced with 1 multi-melta.
 - This model's assault cannon can be replaced with 1 heavy flamer.
-

UNIT COMPOSITION

- 1 Land Speeder Tornado

This model is equipped with: assault cannon; heavy bolter; close combat weapon.

KEYWORDS: VEHICLE, FLY, IMPERIUM, LAND SPEEDER TORNADO








FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND SPEEDER TYPHOON

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
14"	7	3+	6	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Multi-melta [MELTA 2]	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
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: VEHICLE, FLY, IMPERIUM, LAND SPEEDER TYPHOON

ABILITIES

CORE: **Deadly Demise 1, Deep Strike**

FACTION: **Oath of Moment**

Fire and Redeploy: In your Shooting phase, each time this model has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to D6". If it does, until the end of the turn, this model is not eligible to declare a charge.



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- This model's heavy bolter can be replaced with 1 multi-melta.

UNIT COMPOSITION

- 1 Land Speeder Typhoon

This model is equipped with: heavy bolter; Typhoon missile launcher; close combat weapon.

KEYWORDS: VEHICLE, FLY, IMPERIUM, LAND SPEEDER TYPHOON









FACTION KEYWORDS:
ADEPTUS ASTARTES


LIBRARIAN WITH JUMP PACK

WARHAMMER LEGENDS

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

 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	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D6
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
 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

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

KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, PSYKER, GRENADES, IMPERIUM, LIBRARIAN

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.

Might of Heroes (Psychic): While this model is leading a unit, improve the Strength and Armour Penetration characteristics of melee weapons equipped by models in that unit by 1.



FACTION KEYWORDS:
ADEPTUS ASTARTES

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
-

UNIT COMPOSITION

- **1 Librarian with Jump Pack**

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

LEADER

This model can be attached to the following units:

- **ASSAULT SQUAD WITH JUMP PACKS**
 - **VANGUARD VETERAN SQUAD WITH JUMP PACKS**
-

KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, PSYKER, GRENADES, IMPERIUM, LIBRARIAN





FACTION KEYWORDS:
ADEPTUS ASTARTES


THUNDERFIRE CANNON

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Thunderfire cannon [BLAST, INDIRECT FIRE]	48"	D6+4	3+	5	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Gunner's servo-arms [EXTRA ATTACKS]	Melee	2	3+	8	-2	3
Plasma cutter [EXTRA ATTACKS]	Melee	2	3+	8	-2	1

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

KEYWORDS: ARTILLERY, VEHICLE, IMPERIUM, THUNDERFIRE CANNON

ABILITIES

FACTION: **Oath of Moment**

Tremor Shells: In your Shooting phase, after this unit has shot, if an enemy **INFANTRY** unit was hit by one or more attacks made by this unit's thunderfire cannon this phase, until the end of your opponent's next turn, that enemy unit is shaken. While a unit is shaken, subtract 2 from that unit's Move characteristic, and subtract 2 from Advance and Charge rolls made for that unit.

Crewed Artillery: If one model in this unit is destroyed, the remaining model in this unit is also destroyed.



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Techmarine Gunner
- 1 Thunderfire Cannon

The Techmarine Gunner is equipped with: bolt pistol; flamer; plasma cutter; Gunner's servo-arms; close combat weapon.

The Thunderfire Cannon is equipped with: thunderfire cannon; close combat weapon.

KEYWORDS: ARTILLERY, VEHICLE, IMPERIUM, THUNDERFIRE CANNON





FACTION KEYWORDS:
ADEPTUS ASTARTES

HUNTER

WARHAMMER LEGENDS

M T SV W LD OC
9" 11 3+ 11 6+ 3



 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.						
Skyspear missile launcher [ANTI-FLY 3+, DEVASTATING WOUNDS, HEAVY]	36"	1	2+	10	-3	D6+2
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

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Hunter Missile Targeting: Each time this model makes an attack with its skyspear missile launcher that targets a **MONSTER** or **VEHICLE** unit, that attack scores a hit on an unmodified Hit roll of 2+.

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, SMOKE, IMPERIUM, HUNTER



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
 - This model can be equipped with 1 storm bolter.
-

UNIT COMPOSITION

- 1 Hunter

This model is equipped with: skyspear missile launcher; armoured tracks.

KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, HUNTER**



FACTION KEYWORDS:
ADEPTUS ASTARTES

STALKER

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
9"	11	3+	11	6+	3



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.						
Icarus stormcannon [ANTI-FLY 2+]	48"	6	3+	7	-1	2
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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Skyfire Protocols: Each time you target this model with the Overwatch Stratagem just after an enemy unit that can **FLY** starts or ends a Normal, Advance or Fall Back move, when resolving that Stratagem, in addition to shooting that enemy unit, you can select up to three additional enemy units within 24" of this model that can **FLY**; this model can also shoot at each of those units with its Icarus stormcannons (provided each one is an eligible target), but when doing so, an unmodified Hit roll of 6 is required to score a hit.



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, SMOKE, IMPERIUM, STALKER



FACTION KEYWORDS:
ADEPTUS ASTARTES

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
 - This model can be equipped with 1 storm bolter.
-

UNIT COMPOSITION

- 1 Stalker

This model is equipped with: 2 Icarus stormcannons; armoured tracks.

KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, STALKER**





FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND SPEEDER STORM

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
14"	7	4+	7	6+	1

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cerberus launcher [BLAST]	18"	D6+3	3+	4	0	1
Heavy bolter [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

CORE: **Deadly Demise 1, Firing Deck 6**

FACTION: **Oath of Moment**

Storm Assault: 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.

KEYWORDS: **VEHICLE, FLY, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, LAND SPEEDER STORM**



FACTION KEYWORDS: **ADEPTUS ASTARTES**

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Land Speeder Storm

This model is equipped with: Cerberus launcher; heavy bolter; close combat weapon.










TRANSPORT


This model has a transport capacity of 6 models. It can only transport **SCOUT SQUAD**, **SCOUT SNIPER SQUAD** and **SERGEANT TELION** models.

KEYWORDS: VEHICLE, FLY, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, LAND SPEEDER STORM



FACTION KEYWORDS: ADEPTUS ASTARTES

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Boltgun	12"	2	3+*	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	12"	1	4+*	4	0	1
Grav-cannon [ANTI-VEHICLE 2+, HEAVY]	12"	3	3+	6	-1	3
Grav-pistol [ANTI-INFANTRY 2+, PISTOL]	12"	1	3+*	4	-1	2
Hand flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	3	0	1
Heavy bolter [HEAVY, SUSTAINED HITS 1]	12"	3	4+	5	-1	2
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
Inferno pistol [MELTA 2, PISTOL]	12"	1	3+*	8	-4	D3
Lascannon [HEAVY]	12"	1	4+	12	-3	D6+1
 Missile launcher – frag [BLAST]	48"	D6	3+	4	0	1
 Missile launcher – krak	48"	1	3+	9	-2	D6
Multi-melta [HEAVY, MELTA 2]	12"	2	4+	9	-5	D6
 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"	3	3+*	4	0	1

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

*If a CAPTAIN or LIEUTENANT model is equipped with this weapon, improve this weapon's Ballistic Skill characteristic by 1.





WEAPON LISTS


Several Warhammer Legends ADEPTUS ASTARTES models have the option to be equipped with one or more weapons whose profiles are not listed on their datasheet. The profiles for these weapons are instead listed on this card.



M	T	SV	W	LD	OC
10"	12	2+	18	6+	6



 RANGED WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	3+	9	-1	3
Havoc launcher [BLAST]	48"	D6	3+	5	0	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.						
 Kratos battle cannon – AP [HEAVY]	36"	1	3+	18	-4	D6+3
 Kratos battle cannon – HE [BLAST]	36"	D6+3	3+	10	-1	3
Melta blast-gun [MELTA 2]	24"	4	3+	12	-4	D6
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1
Volkite caliver [DEVASTATING WOUNDS]	24"	2	3+	5	0	2
Volkite cardanelle [DEVASTATING WOUNDS]	36"	9	3+	9	0	3
Volkite culverin [DEVASTATING WOUNDS]	36"	4	3+	6	0	2
 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

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

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, KRATOS

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

Line-breaker: When making ranged attacks, this model can target enemy units within Engagement Range of it with Blast weapons (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: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



FACTION KEYWORDS:
ADEPTUS ASTARTES

Boasting an impressive array of weapon loadouts and a formidably armoured hull, the Kratos is a venerable assault tank that has earned well its reputation amongst the hosts of both loyalist and heretic commanders alike. Advancing alongside formations of armoured infantry, the vehicle provides punishing fire support that can turn the tide of entire battles.

WARGEAR OPTIONS

- This model's Kratos battle cannon can be replaced with one of the following:
 - 1 melta blast-gun
 - 1 volkite cardanelle
- 2 of this model's heavy bolters can be replaced with one of the following:
 - 2 autocannons
 - 2 lascannons*
 - 2 volkite calivers
- 2 of this model's heavy bolters can be replaced with one of the following:
 - 2 heavy flammers*
 - 2 lascannons*
 - 2 volkite culverins
- This model can be equipped with one of the following:
 - 1 combi-weapon*
 - 1 havoc launcher
 - 1 heavy bolter*
 - 1 heavy flamer*
 - 1 multi-melta*
 - 1 twin boltgun
- This model can be equipped with 1 hunter-killer missile

**The profile for this weapon can be found on the Adeptus Astartes Legends Armoury card.*

UNIT COMPOSITION

- **1 Kratos**
This model is equipped with: autocannon; Kratos battle cannon; 4 heavy bolters; armoured tracks.

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, KRATOS






FACTION KEYWORDS:
ADEPTUS ASTARTES

DEREDEO DREADNOUGHT


WARHAMMER LEGENDS

M **6"** T **9** SV **2+** W **12** LD **6+** OC **3**

5+ INVULNERABLE SAVE

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Aiolos missile launcher [BLAST]	48"	D6+3	3+	5	0	1
Anvilus autocannon battery [TWIN-LINKED]	48"	4	3+	9	-1	3
Arachnus heavy lascannon battery	48"	2	3+	12	-3	D6+1
Boreas air defence missiles [ANTI-FLY 2+]	48"	1	3+	12	-3	D6+1
 Hellfire plasma cannonade – standard	36"	6	3+	7	-2	2
 Hellfire plasma cannonade – supercharge [HAZARDOUS]	36"	6	3+	8	-3	3
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1
Volkite falconet battery [DEVASTATING WOUNDS]	30"	6	3+	9	0	2

 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured feet	Melee	5	3+	6	0	1

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

KEYWORDS: VEHICLE, WALKER, IMPERIUM, SMOKE, DREADNOUGHT, DEREDEO DREADNOUGHT

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Deredeo 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.

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

DEREDEO DREADNOUGHT

WARHAMMER LEGENDS

While the Deredeo Dreadnought shares many core systems with the famed Contemptor class, it was expressly designed as a heavy weapons platform, combining superior firepower with the flexibility of a walker. Now rare, Deredeos are treasured assets whose survivability and killing power have proved decisive on countless battlefields.

WARGEAR OPTIONS

- This model's anvilus autocannon battery can be replaced with one of the following:
 - 1 arachnus heavy lascannon battery
 - 1 hellfire plasma carronade
 - 1 volkite falconet battery
 - This model's twin heavy bolter can be replaced with 1 twin heavy flamer.
 - This model can be equipped with one of the following:
 - 1 aiolos missile launcher
 - 1 boreas air defence missiles
-

UNIT COMPOSITION

- **1 Deredeo Dreadnought**

This model is equipped with: anvilus autocannon battery; twin heavy bolter; armoured feet.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, SMOKE, DREADNOUGHT,
DEREDEO DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES






RELIC CONTEMPTOR DREADNOUGHT

WARHAMMER LEGENDS


M	T	SV	W	LD	OC
6"	9	2+	10	6+	3

5+

INVULNERABLE SAVE

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Conversion beam cannon [CONVERSION, SUSTAINED HITS D3]	24"	1	3+	7	-1	3
[CONVERSION]: Each time an attack made with this weapon targets a unit more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.						
 Cyclone missile launcher – frag [BLAST]	36"	2D6	3+	4	0	1
 Cyclone missile launcher – krak	36"	2	3+	9	-2	D6
Graviton blaster [ANTI-VEHICLE 2+]	18"	2	3+	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
Kheres-pattern assault cannon [DEVASTATING WOUNDS]	24"	6	3+	7	-1	1
Twin volkite culverin [DEVASTATING WOUNDS, TWIN-LINKED]	36"	4	3+	6	0	2

 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured feet	Melee	5	3+	6	0	1
Dreadnought chainfist [ANTI-VEHICLE 3+]	Melee	4	3+	12	-2	3
Dreadnought combat weapon	Melee	5	3+	12	-2	3

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

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT,
RELIC CONTEMPTOR DREADNOUGHT

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Oath of Moment**

Even In Death I Serve: The first time this model is destroyed, remove it from play without resolving its Deadly Demise ability. Then, at the end of the phase, roll one D6: on a 2+, 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 D6 wounds remaining.



FACTION KEYWORDS:
ADEPTUS ASTARTES

RELIC CONTEMPTOR DREADNOUGHT

WARHAMMER LEGENDS

As relics of a lost age of martial design, Contemptor Dreadnoughts are exemplars of combat versatility. The best demonstration of this is the wide array of weapon arms compatible with the Contemptor chassis, ranging from conventional heavy weapons and power fists to some of the most esoteric firearms still in use on the battlefields of the 41st Millennium.

WARGEAR OPTIONS

- Each of this model's heavy plasma cannons can be replaced with one of the following:
 - 1 conversion beam cannon
 - 1 kheres-pattern assault cannon
 - 1 multi-melta*
 - 1 twin autocannon*
 - 1 twin heavy bolter*
 - 1 twin lascannon*
 - 1 twin volkite culverin
 - 1 Dreadnought chainfist and 1 combi-bolter
 - 1 Dreadnought combat weapon and 1 combi-bolter
- Each of this model's combi-bolters can be replaced with one of the following:
 - 1 graviton blaster
 - 1 heavy flamer*
 - 1 plasma blaster*
- This model can be equipped with 1 cyclone missile launcher.

**The profile for this weapon can be found on the Adeptus Astartes Legends Armoury card.*

UNIT COMPOSITION

- **1 Relic Contemptor Dreadnought**

This model is equipped with: 2 heavy plasma cannons; armoured feet.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT,
RELIC CONTEMPTOR DREADNOUGHT




FACTION KEYWORDS:
ADEPTUS ASTARTES

LEVIATHAN DREADNOUGHT

WARHAMMER LEGENDS

M T SV W LD OC
8" 10 2+ 12 6+ 4
5+ **INVULNERABLE SAVE**

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Cyclonic melta lance [MELTA 2]	18"	D6	3+	9	-4	D6
Grav-flux bombard [ANTI-VEHICLE 2+, BLAST]	24"	2D3	3+	8	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	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.						
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Storm cannon [TWIN-LINKED]	36"	4	3+	9	-1	3
Twin volkite caliver [DEVASTATING WOUNDS, TWIN-LINKED]	24"	2	3+	5	0	2

 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured feet	Melee	5	3+	6	0	1
Leviathan siege claw	Melee	5	3+	12	-2	3
Leviathan siege drill [ANTI-VEHICLE 3+]	Melee	4	3+	12	-2	3

KEYWORDS: VEHICLE, WALKER, IMPERIUM, SMOKE, DREADNOUGHT, LEVIATHAN 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.



FACTION KEYWORDS: ADEPTUS ASTARTES

LEVIATHAN DREADNOUGHT

WARHAMMER LEGENDS

The Leviathan Dreadnought was the product of a secret development programme on Terra itself, which combined ancient technologies to create a savagely powerful siege and hunter-killer machine. Leviathans proved as costly as they were deadly, however, and of the limited quantities manufactured, only a handful now remain.

WARGEAR OPTIONS

- Each of this model's grav-flux bombardards can be replaced with one of the following:
 - 1 cyclonic melta lance
 - 1 storm cannon
 - 1 meltagun and 1 Leviathan siege claw
 - 1 meltagun and 1 Leviathan siege drill
 - This model's 2 heavy flammers can be replaced with 2 twin volkite calivers.
 - This model can be equipped with 3 hunter-killer missiles.
-

UNIT COMPOSITION

- **1 Leviathan Dreadnought**

This model is equipped with: 2 heavy flammers; 2 grav-flux bombardards; armoured feet.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, SMOKE, DREADNOUGHT,
LEVIATHAN DREADNOUGHT






FACTION KEYWORDS:
ADEPTUS ASTARTES


JAVELIN ATTACK SPEEDER

WARHAMMER LEGENDS

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

 RANGED WEAPON	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.						
 Javelin missile launcher – frag [BLAST]	36"	3D6	3+	4	0	1
 Javelin missile launcher – krak	36"	3	3+	9	-2	D6
Lascannon	48"	1	3+	12	-3	D6+1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6

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

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

KEYWORDS: VEHICLE, FLY, IMPERIUM, JAVELIN ATTACK SPEEDER

ABILITIES

CORE: **Deadly Demise 1, Deep Strike**

FACTION: **Oath of Moment**

Fire and Redeploy: In your Shooting phase, each time this model has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to D6". If it does, until the end of the turn, this model is not eligible to declare a charge.



FACTION KEYWORDS:
ADEPTUS ASTARTES

JAVELIN ATTACK SPEEDER

WARHAMMER LEGENDS

The Javelin Attack Speeder is a highly durable reconnaissance and strike craft once used widely by the Legiones Astartes, but now almost absent from the war zones of the 41st Millennium. Irreplaceable though they are, Javelins are sometimes entrusted to the very best pilots, who use the vehicles' extended range to inflict decisive damage behind enemy lines.

WARGEAR OPTIONS

- This model's javelin missile launcher can be replaced with 2 lascannons.
- This model's heavy bolter can be replaced with 1 multi-melta.
- This model can be equipped with up to 2 hunter-killer missiles.

UNIT COMPOSITION

- **1 Javelin Attack Speeder**

This model is equipped with: heavy bolter; Javelin missile launcher; close combat weapon.

KEYWORDS: VEHICLE, FLY, IMPERIUM, JAVELIN ATTACK SPEEDER




FACTION KEYWORDS:
ADEPTUS ASTARTES

DEATHSTORM DROP POD

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
-	7	3+	8	6+	2

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Deathstorm cannon array [SUSTAINED HITS 2]	18"	12	4+	6	0	1
Deathstorm missile array [BLAST]	18"	2D6	4+	8	-2	2

ABILITIES

CORE: **Deadly Demise 1, Deep Strike**

FACTION: **Oath of Moment**

Deathstorm Assault: This model must start the battle in Reserves, but it is not 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.

KEYWORDS: **VEHICLE, IMPERIUM, DEATHSTORM DROP POD**



FACTION KEYWORDS:
ADEPTUS ASTARTES

DEATHSTORM DROP POD

WARHAMMER LEGENDS

Deathstorm Drop Pods act as a battlefield delivery method not for troops or vehicles, but instead for automated weapons systems such as Whirlwind missile launchers or assault cannons. Once in place, these potent weapons unleash a massive volley of firepower, clearing the way for a full-scale ground assault.

WARGEAR OPTIONS

- This model's deathstorm cannon array can be replaced with 1 deathstorm missile array.

UNIT COMPOSITION

- **1 Deathstorm Drop Pod**
This model is equipped with: deathstorm cannon array.

KEYWORDS: VEHICLE, IMPERIUM, DEATHSTORM DROP POD



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER PROTEUS

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	12	2+	16	6+	5



RANGED WEAPON	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.						
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin heavy bolter [TWIN-LINKED, SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

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.

WARGEAR ABILITIES

Explorator Augury Web: Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this bearer, but the bearer must halve its Transport Capacity.

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.

KEYWORDS: VEHICLE, TRANSPORT, SMOKE, IMPERIUM, LAND RAIDER PROTEUS



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER PROTEUS

WARHAMMER LEGENDS

The ancient and venerable Land Raider has served the Space Marines since their earliest beginnings, and the oldest variants are known as Proteus patterns. These heavily armoured bastions once acted as forward assault vehicles in Explorator missions, and rare survivals still serve the Imperium as relic vehicles of highest regard.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 heavy bolter
 - 1 multi-melta
 - 1 twin heavy bolter
 - 1 twin heavy flamer
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.
- This model can be equipped with 1 explorator augury web.

UNIT COMPOSITION

- **1 Land Raider Proteus**

This model is equipped with: 2 twin lascannons; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS**, **POSSESSED** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** or **OBLITERATOR** model takes up the space of 3 models.

KEYWORDS: **VEHICLE, TRANSPORT, SMOKE, IMPERIUM, LAND RAIDER PROTEUS**







FACTION KEYWORDS:
ADEPTUS ASTARTES


LAND RAIDER ACHILLES

WARHAMMER LEGENDS

M 10" T 12 SV 2+ W 16 LD 6+ OC 5

4+ INVULNERABLE SAVE

 RANGED WEAPON	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.						
 Quad launcher – shatter shells	24"	4	3+	9	-2	3
 Quad launcher – thunderfire shells [BLAST, INDIRECT FIRE]	60"	D6+4	3+	5	0	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin multi-melta [MELTA 2, TWIN-LINKED]	18"	2	3+	9	-4	D6
Twin volkite culverin [DEVASTATING WOUNDS, TWIN-LINKED]	36"	4	3+	6	0	2
 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

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

KEYWORDS: VEHICLE, TRANSPORT, SMOKE, IMPERIUM, LAND RAIDER ACHILLES

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.



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER ACHILLES

WARHAMMER LEGENDS

The Achilles is considered one of the rarest of all Land Raider variants, each one individually wrought under the scrupulous gaze of senior adepts of the Omnissiah. The result is an assault vehicle that is exceptionally resistant to energy-based weaponry. Roaring forward with impunity, the Achilles uses its thunderfire cannon and multi-meltas to suppress a wide range of foes.

WARGEAR OPTIONS

- This model's 2 twin volkite culverins can be replaced with 2 twin multi-meltas.
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- **1 Land Raider Achilles**

This model is equipped with: quad launcher; 2 twin volkite culverins; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS**, **POSSESSED** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** or **OBLITERATOR** model takes up the space of 3 models.

KEYWORDS: VEHICLE, TRANSPORT, SMOKE, IMPERIUM, LAND RAIDER ACHILLES



FACTION KEYWORDS:
ADEPTUS ASTARTES

SICARAN BATTLE TANK

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	11	2+	14	6+	4



RANGED WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Herakles-pattern autocannon [RAPID FIRE 2]	48"	6	3+	9	-1	3
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 WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Armoured Spearhead: Each time this model makes an attack that targets an enemy unit, re-roll a Hit roll of 1 and, if that unit is within range of an objective marker you do not control, you can re-roll the Hit roll instead.

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.

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, SICARAN BATTLE TANK



FACTION KEYWORDS:
ADEPTUS ASTARTES

SICARAN BATTLE TANK

WARHAMMER LEGENDS

The Sicaran is one of the rarest relic tanks seen on the battlefields of the 41st Millennium. Its unique design dates back to the Great Crusade. The most potent of the Sicaran's distinctive systems is the twin accelerator cannon, whose accuracy and rate of fire are far in excess of other weapons of its class.

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.
-

UNIT COMPOSITION

- 1 Sicaran Battle Tank

This model is equipped with: heavy bolter; Herakles-pattern autocannon; armoured tracks.

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, SICARAN BATTLE TANK



FACTION KEYWORDS:
ADEPTUS ASTARTES

SICARAN ARCUS

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	11	2+	14	6+	4



RANGED WEAPON	RANGE	A	BS	S	AP	D
Arcus multi-launcher [INDIRECT FIRE]	48"	2D6	3+	6	0	2
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 WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Specialised Weapon System: Each time this model makes an attack that targets the enemy unit you selected for the Oath of Moment ability that attack has 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.

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.

KEYWORDS: **VEHICLE, IMPERIUM, SMOKE, SICARAN ARCUS**



FACTION KEYWORDS:
ADEPTUS ASTARTES

SICARAN ARCUS

WARHAMMER LEGENDS

The Sicaran Arcus was originally conceived to supply small, unsupported Astartes forces with highly specialised weapon systems, and combines the powerful Sicaran chassis with an Arcus launcher capable of firing a wide range of warheads. Despite the mysterious censure of the Adeptus Mechanicus, surviving examples of the tank continue to serve in battle with great honour.

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.
-

UNIT COMPOSITION

- **1 Sicaran Arcus**
This model is equipped with: Arcus multi-launcher; heavy bolter, armoured tracks.
-

KEYWORDS: **VEHICLE, IMPERIUM, SMOKE, SICARAN ARCUS**



FACTION KEYWORDS:
ADEPTUS ASTARTES

SICARAN VENATOR

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	11	2+	14	6+	4



RANGED WEAPON	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
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Venator neutron laser [HEAVY]	48"	3	3+	16	-4	D3+3

MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Ferocious Assault: Each time this model makes a ranged attack that targets the closest eligible **MONSTER** or **VEHICLE** unit, 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.

KEYWORDS: **VEHICLE, IMPERIUM, SMOKE, SICARAN VENATOR**



FACTION KEYWORDS:
ADEPTUS ASTARTES

SICARAN VENATOR

WARHAMMER LEGENDS

Built on the lauded Sicaran chassis, the Venator is an ancient breed of tank destroyer fitted with a neutron laser system. The Venator's combination of mobility, protection and anti-armour firepower ensures that those surviving are highly prized by any force fortunate enough to possess them.

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.
-

UNIT COMPOSITION

- **1 Sicaran Venator**
This model is equipped with: heavy bolter; Venator neutron laser; armoured tracks.
-

KEYWORDS: **VEHICLE, IMPERIUM, SMOKE, SICARAN VENATOR**



FACTION KEYWORDS:
ADEPTUS ASTARTES

SICARAN PUNISHER

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	11	2+	14	6+	4



RANGED WEAPON	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
Punisher rotary cannon [DEVASTATING WOUNDS]	36"	18	4+	6	0	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Rotating Death: This model's Punisher rotary cannon has the [SUSTAINED HITS 1] ability when targeting **INFANTRY** units.

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.

KEYWORDS: **VEHICLE, IMPERIUM, SMOKE, SICARAN PUNISHER**



FACTION KEYWORDS:
ADEPTUS ASTARTES

SICARAN PUNISHER

WARHAMMER LEGENDS

In the final days of the Great Crusade, the punisher rotary cannon was fitted to the versatile hull of the Sicaran Punisher: a formidable war machine capable of obliterating massed infantry and light vehicles with a storm of high-calibre shells.

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.
-

UNIT COMPOSITION

- **1 Sicaran Punisher**

This model is equipped with: heavy bolter; Punisher rotary cannon; armoured tracks.

KEYWORDS: **VEHICLE, IMPERIUM, SMOKE, SICARAN PUNISHER**



FACTION KEYWORDS:
ADEPTUS ASTARTES

SICARAN OMEGA

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	11	2+	14	6+	4



RANGED WEAPON	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
Omega plasma array – standard	36"	6	3+	9	-3	2
Omega plasma array – supercharge [HAZARDOUS]	36"	6	3+	10	-3	3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

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

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, SICARAN OMEGA

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Overwhelming Short-range Firepower: Each time this model makes an attack that targets the closest eligible enemy unit, re-roll a Hit roll of 1 and re-roll a Wound roll or 1.

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.



FACTION KEYWORDS:
ADEPTUS ASTARTES

SICARAN OMEGA

WARHAMMER LEGENDS

Retrofitted to allow the Sicaran hull to carry heavier firepower, the Omega is a formidable tank-hunter with countless victories to its name. The design utilises the speed provided by the Sicaran's engines to apply overwhelming short-range firepower in battle, racing forwards to ambush and obliterate the lumbering siege tanks of enemy columns.

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.
-

UNIT COMPOSITION

- **1 Sicaran Omega**
This model is equipped with: heavy bolter; omega plasma array; armoured tracks.
-

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, SICARAN OMEGA







FACTION KEYWORDS:
ADEPTUS ASTARTES


RAPIER CARRIER

WARHAMMER LEGENDS

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

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3+	4	0	1
Graviton cannon [ANTI-VEHICLE 2+, BLAST, HEAVY]	36"	D6	3+	6	-2	2
Laser destroyer [HEAVY]	36"	3	3+	14	-4	D6+1
Quad heavy bolter [HEAVY, TWIN-LINKED, SUSTAINED HITS 1]	36"	6	3+	5	-1	2
 Quad launcher – shatter shells [HEAVY]	24"	4	3+	9	-2	3
 Quad launcher – thunderfire shells [BLAST, HEAVY, INDIRECT FIRE]	60"	D6+4	3+	5	0	1

 MELEE WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

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

KEYWORDS: ARTILLERY, VEHICLE, IMPERIUM, RAPIER CARRIER

ABILITIES

FACTION: **Oath of Moment**

Powerful Volley: Each time this model shoots in your Shooting phase, provided it Remained Stationary this turn, all [HEAVY] weapons equipped by models in this unit have the [LETHAL HITS] ability.



FACTION KEYWORDS:
ADEPTUS ASTARTES

RAPIER CARRIER

WARHAMMER LEGENDS

The Rapier Armoured Carrier is a bulky, tracked device that traces its origin to the dawn of Mankind's stellar empire. Compatible with various heavy weapons, the Rapier is most commonly fitted with a powerful quad lascannon known as a laser destroyer, making it a compact but potent anti-armour asset.

WARGEAR OPTIONS

- This model's quad heavy bolter can be replaced with one of the following:
 - 1 graviton cannon
 - 1 laser destroyer
 - 1 quad launcher
-

UNIT COMPOSITION

- 1 Rapier Carrier

This model is equipped with: boltgun; quad heavy bolter; close combat weapon.

KEYWORDS: ARTILLERY, VEHICLE, IMPERIUM, RAPIER CARRIER



FACTION KEYWORDS:
ADEPTUS ASTARTES

WHIRLWIND SCORPIUS

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3



RANGED WEAPON	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.						
Scorpius multi-launcher [BLAST, INDIRECT FIRE]	48"	2D3+3	3+	6	-1	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

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 its Scorpius multi-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.

KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, WHIRLWIND SCORPIUS**



FACTION KEYWORDS:
ADEPTUS ASTARTES

WHIRLWIND SCORPIUS

WARHAMMER LEGENDS

The Scorpis is a Whirlwind variant designed during the Horus Heresy to engage heavily armoured infantry. As such, surviving examples are a direct and bitter reminder of the mass fratricide that consumed the Emperor's Legions. The tank's launch system, targeting mechanisms and ammunition feed are unlike any other model in common use in the 41st Millennium, and are therefore held in awe by Tech-Priests and Techmarines alike.

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Whirlwind Scorpis

This model is equipped with: Scorpis multi-launcher; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, WHIRLWIND SCORPIUS



FACTION KEYWORDS:
ADEPTUS ASTARTES

VINDICATOR LASER DESTROYER

WARHAMMER LEGENDS

M T SV W LD OC

9" 11 2+ 11 6+ 3



RANGED WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
<i>[ONE SHOT]: The bearer can only shoot with this weapon once per battle.</i>						
Laser volley cannon – overcharge fire [HAZARDOUS]	36"	3	3+	14	-4	D6+3
Laser volley cannon – volley fire	36"	3	3+	12	-3	D3+3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

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

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, VINDICATOR LASER DESTROYER

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Annihilator: Each time this model makes a ranged attack that targets a **MONSTER** or **VEHICLE** unit, 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.



FACTION KEYWORDS:
ADEPTUS ASTARTES

VINDICATOR LASER DESTROYER

WARHAMMER LEGENDS

Eschewing the more indiscriminate firepower of the demolisher cannon, Vindicators fitted with laser destroyers are specialised for the pinpoint destruction of enemy armour. This weapon was first combined with the heavily armoured Deimos chassis during the dark days of the Horus Heresy, and the Vindicator Laser Destroyer's reputation as a deadly tank-hunter has endured ever since.

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.

UNIT COMPOSITION

- 1 Vindicator Laser Destroyer
- This model is equipped with:** laser volley cannon; storm bolter; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, VINDICATOR LASER DESTROYER



FACTION KEYWORDS:
ADEPTUS ASTARTES

DREADNOUGHT DROP POD

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

-

7

3+

8

6+

2

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.

KEYWORDS: **VEHICLE, IMPERIUM, TRANSPORT, DREADNOUGHT DROP POD**



FACTION KEYWORDS:
ADEPTUS ASTARTES

DREADNOUGHT DROP POD

WARHAMMER LEGENDS

Larger and more robust than the infantry equivalents, Dreadnought Drop Pods give Space Marine commanders the option of deploying armoured walkers directly into the theatre of battle. Still hot from its meteoric descent through the atmosphere, a Drop Pod's ramps slam open to disgorge its deadly cargo into the enemy's midst.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Dreadnought Drop Pod

This model is equipped with: nothing.

TRANSPORT

This model has a transport capacity of 1
DREADNOUGHT model.

KEYWORDS: **VEHICLE, IMPERIUM, TRANSPORT, DREADNOUGHT DROP POD**



FACTION KEYWORDS:
ADEPTUS ASTARTES

TERRAX-PATTERN TERMITE

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
8"	10	3+	14	6+	2



RANGED WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Heavy flamer [TORRENT, IGNORES COVER]	12"	D6	N/A	5	-1	1
Terrax melta cutter [MELTA 2]	12"	5	3+	9	-4	D6
Twin volkite charger [DEVASTATING WOUNDS, TWIN-LINKED]	18"	2	3+	5	0	2

MELEE WEAPON	RANGE	A	WS	S	AP	D
Termite drill [ANTI-VEHICLE 3+]	Melee	6	4+	14	-2	D3+3

ABILITIES

CORE: **Deadly Demise D3, Deep Strike**

FACTION: **Oath of Moment**

Termite 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 can disembark after it has been set up on the battlefield, and if they do they must be set up more than 9" away from all enemy models.

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.

KEYWORDS: VEHICLE, IMPERIUM, TRANSPORT, DEDICATED TRANSPORT, TERRAX-PATTERN TERMITE



FACTION KEYWORDS:
ADEPTUS ASTARTES

TERRAX-PATTERN TERMITE

WARHAMMER LEGENDS

Originally designed on Terra for the task of rooting out burrowing xenos species during the Great Crusade, canny commanders quickly found use for the Termite Assault Drill in tearing through the foundations of enemy bastions or emerging behind barricades or trench lines to lay waste to their defenders.

WARGEAR OPTIONS

- This model's 2 combi-bolters can be replaced with one of the following:
 - 2 heavy flammers
 - 2 twin volkite chargers

UNIT COMPOSITION

- **1 Terrax-pattern Termite**
This model is equipped with: Terrax melta cutter; 2 combi-bolters; Termite drill.

TRANSPORT

This model has a transport capacity of 12 **ADEPTUS ASTARTES INFANTRY** models. It cannot transport **JUMP PACK**, **WULFEN**, **PHOBOS**, **GRAVIS**, **CENTURION**, **TERMINATOR**, **OBLITERATOR**, **POSSESSED** or **TACTICUS** models (excluding **TACTICUS CHARACTER** models that began the battle attached to a non-**TACTICUS** unit).

KEYWORDS: VEHICLE, IMPERIUM, TRANSPORT, DEDICATED TRANSPORT, TERRAX-PATTERN TERMITE




FACTION KEYWORDS: ADEPTUS ASTARTES


XIPHON INTERCEPTOR

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20+"	9	3+	12	6+	0



 RANGED WEAPON	RANGE	A	BS	S	AP	D
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
Xiphon missile battery [ANTI-FLY 2+]	60"	3	3+	7	-1	3

 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

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.

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, FLY, AIRCRAFT, IMPERIUM, XIPHON INTERCEPTOR**



FACTION KEYWORDS:
ADEPTUS ASTARTES

XIPHON INTERCEPTOR

WARHAMMER LEGENDS

Xiphon-pattern Interceptors are sleek Space Marine combat flyers with an ancient lineage, designed to excel in both void missions and atmospheric strikes. Fitted with a potent combination of lascannons and intelligent warheads, there are few targets the Xiphon cannot reduce to smouldering wreckage.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Xiphon Interceptor

This model is equipped with: 2 twin lascannons; Xiphon missile battery; armoured hull.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, XIPHON INTERCEPTOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORM EAGLE GUNSHIP

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20+"	10	3+	18	6+	0



RANGED WEAPON	RANGE	A	BS	S	AP	D
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin hellstrike launcher [ANTI-FLY 2+, TWIN-LINKED]	72"	2	3+	10	-3	D6
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
Vengeance launcher [BLAST]	48"	2D6	3+	6	0	1

MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

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

KEYWORDS: VEHICLE, FLY, AIRCRAFT, TRANSPORT, IMPERIUM, STORM EAGLE GUNSHIP



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: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS:
ADEPTUS ASTARTES

STORM EAGLE GUNSHIP

WARHAMMER LEGENDS

The Storm Eagle is a multi-purpose assault and transport vehicle capable of intra-orbital operations, combining generous troop capacity with hard-hitting firepower and excellent handling for a machine of its size. In recent years the number of Storm Eagles in active service has begun to increase, suggesting production has been restored at some as yet unknown location.

WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with one of the following:
 - 1 twin multi-melta
 - 1 typhoon missile launcher
- This model's 2 twin hellstrike missile launchers can be replaced with 2 twin lascannons.

UNIT COMPOSITION

- **1 Storm Eagle Gunship**

This model is equipped with: twin heavy bolter; 2 twin hellstrike launchers; vengeance launcher; armoured hull.

TRANSPORT

This model has a transport capacity of 22 **ADEPTUS ASTARTES INFANTRY** models and 1 **DREADNOUGHT** model. Each **JUMP PACK**, **WULFEN**, **GRAVIS**, **TERMINATOR** or **POSSESSED** model takes up the space of 2 models and each **CENTURION** or **OBLITERATOR** model takes up the space of 3 models.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, TRANSPORT, IMPERIUM, STORM EAGLE GUNSHIP




FACTION KEYWORDS:
ADEPTUS ASTARTES


FIRE RAPTOR GUNSHIP

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20+" data-bbox="26 125 85 175">	10 data-bbox="100 125 145 175">	3+ data-bbox="155 125 195 175">	18 data-bbox="210 125 250 175">	6+ data-bbox="265 125 305 175">	0 data-bbox="320 125 360 175">



 RANGED WEAPON	RANGE	A	BS	S	AP	D
Quad heavy bolter [TWIN-LINKED, SUSTAINED HITS 1]	36"	6	3+	5	-1	2
Twin autocannon [TWIN-LINKED]	48"	2	3+	9	-1	3
Twin avenger bolt cannon [TWIN-LINKED]	36"	10	3+	6	-1	2
Twin hellstrike launcher [ANTI-FLY 2+, TWIN-LINKED]	72"	2	3+	10	-3	D6
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6, 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.

DAMAGED: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, FLY, AIRCRAFT, IMPERIUM, FIRE RAPTOR GUNSHIP**



FACTION KEYWORDS:
ADEPTUS ASTARTES

FIRE RAPTOR GUNSHIP

WARHAMMER LEGENDS

A variant of the Storm Eagle, the Fire Raptor was created to provide overwhelming aerial firepower to Legiones Astartes assault forces. The craft soon gained renown for the devastating rain of bolts and rockets it could produce, and the few operational specimens that still survive are viewed as invaluable assets.

WARGEAR OPTIONS

- This model's 2 twin hellstrike missile launchers can be replaced with 2 twin lascannons.
- This model's 2 twin autocannons can be replaced with 2 quad heavy bolters.

UNIT COMPOSITION

- **1 Fire Raptor Gunship**

This model is equipped with: twin avenger bolt cannon; 2 twin autocannons; 2 twin hellstrike launchers; armoured hull

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, FIRE RAPTOR GUNSHIP



FACTION KEYWORDS:
ADEPTUS ASTARTES

TYPHON

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	12	2+	18	6+	6



RANGED WEAPON	RANGE	A	BS	S	AP	D
Dreadhammer siege cannon [BLAST]	24"	D6+6	3+	14	-3	D6
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Heavy flamer [TORRENT, IGNORES COVER]	12"	D6	N/A	5	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

Sunderer of Fortresses: Each time this model makes an attack that targets a **VEHICLE**, improve the Strength and Damage characteristic of that attack by 1 (if that attack targets a **FORTIFICATION** unit, improve the Strength and Damage characteristics of that attack by 2 instead).

DAMAGED: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, IMPERIUM, SMOKE, TYPHON**



FACTION KEYWORDS:
ADEPTUS ASTARTES

Prior to the creation of the Typhon, the dreadhammer siege cannon had only been utilised on static super-heavy ordnance used to pound cities to dust. Mounting this mighty weapon on a tank created a mobile and heavily armoured fortress-breaker that remains unmatched by any other relics in Space Marine armouries.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 heavy bolters
 - 2 lascannons
 - This model can be equipped with one of the following:
 - 1 heavy bolter
 - 1 heavy flamer
 - 1 multi-melta
 - 1 storm bolter
-

UNIT COMPOSITION

- 1 Typhon
- This model is equipped with:** dreadhammer siege cannon; armoured tracks.
-

KEYWORDS: **VEHICLE, IMPERIUM, SMOKE, TYPHON**



FACTION KEYWORDS:
ADEPTUS ASTARTES

CERBERUS

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	12	2+	18	6+	6



RANGED WEAPON	RANGE	A	BS	S	AP	D
Cerberus neutron pulse array [TWIN-LINKED]	48"	3	3+	16	-4	D6+3
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Heavy flamer [TORRENT, IGNORES COVER]	12"	D6	N/A	5	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

Atomantic Arc-reactor: Each time this unit shoots its Cerberus neutron pulse array in your Shooting phase, provided it Remained Stationary this turn, that weapon has the [LETHAL HITS] ability.

DAMAGED: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, IMPERIUM, SMOKE, CERBERUS**



FACTION KEYWORDS:
ADEPTUS ASTARTES

The primary weapon of the Cerberus is the neutron pulse array, whose systems pre-date even the Great Crusade. Powered by an atomantic arc-reactor, this enormous anti-tank gun fires a pulsed beam of intense radiation that scythes straight through even the thickest armour and wreaks havoc on delicate systems within.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 heavy bolters
 - 2 lascannons
 - This model can be equipped with one of the following:
 - 1 heavy bolter
 - 1 heavy flamer
 - 1 multi-melta
 - 1 storm bolter
-

UNIT COMPOSITION

- 1 Cerberus
- This model is equipped with:** Cerberus neutron pulse array; armoured tracks.
-

KEYWORDS: **VEHICLE, IMPERIUM, SMOKE, CERBERUS**



FACTION KEYWORDS:
ADEPTUS ASTARTES

SPARTAN

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	12	2+	18	6+	6



RANGED WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Heavy flamer [TORRENT, IGNORES COVER]	12"	D6	N/A	5	-1	1
Laser destroyer [HEAVY]	36"	3	3+	14	-4	D6+1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Quad lascannon	48"	4	3+	12	-3	D6+1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

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: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, IMPERIUM, TRANSPORT, SMOKE, SPARTAN



FACTION KEYWORDS:
ADEPTUS ASTARTES

SPARTAN

WARHAMMER LEGENDS

An armoured transport of truly massive proportions, the Spartan is a heavy assault tank created to carry large numbers of troops into the very heart of enemy territory, shrugging off weapons fire that would annihilate lesser vehicles while its quad lascannons claim victims of their own.

WARGEAR OPTIONS

- This model's 2 quad lascannons can be replaced with 2 laser destroyers.
- This model's twin heavy bolter can be replaced with 1 twin heavy flamer.
- This model can be equipped with one of the following:
 - 1 heavy bolter
 - 1 heavy flamer
 - 1 multi-melta
 - 1 storm bolter

UNIT COMPOSITION

- **1 Spartan**
This model is equipped with: 2 quad lascannons; twin heavy bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 28 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS**, **POSSESSED** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** or **OBLITERATOR** model takes up the space of 3 models.

KEYWORDS: **VEHICLE, IMPERIUM, TRANSPORT, SMOKE, SPARTAN**



FACTION KEYWORDS:
ADEPTUS ASTARTES

FELLBLADE

WARHAMMER LEGENDS

M

9"

T

13

SV

2+

W

24



LD

6+

OC

8



RANGED WEAPON

RANGE

A

BS

S

AP

D

Demolisher cannon [BLAST]

24"

D6+3

3+

14

-3

D6

Fellblade accelerator cannon – AP shells

72"

2

3+

14

-3

6

Fellblade accelerator cannon – HE shells [BLAST]

72"

2D6

3+

8

-1

2

Havoc launcher [BLAST]

48"

D6

3+

5

0

1

Heavy bolter [SUSTAINED HITS 1]

36"

3

3+

5

-1

2

Heavy flamer [IGNORES COVER, TORRENT]

12"

D6

N/A

5

-1

1

Laser destroyer [HEAVY]

36"

3

3+

14

-4

D6+1

Multi-melta [MELTA 2]

18"

2

3+

9

-4

D6

Quad heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]

36"

6

3+

5

-1

2

Quad lascannon

48"

4

3+

12

-3

D6+1

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 heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]

12"

D6

N/A

5

-1

1



MELEE WEAPON

RANGE

A

WS

S

AP

D

Armoured tracks

Melee

6

4+

8

0

1

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

KEYWORDS: VEHICLE, TITANIC, IMPERIUM, SMOKE, FELLBLADE

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Oath of Moment**

Rolling Fortress: Each time a ranged attack is allocated to a model from your army, if that model is not fully visible to every model in the attacking unit because of this Fellblade model, that model has the Benefit of Cover against that attack.



DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.



FACTION KEYWORDS:
ADEPTUS ASTARTES

Now a rare jewel in loyalist or traitor arsenals, the Fellblade is a legendary war machine equipped with a panoply of weapons all but unknown in the 41st Millennium. Foremost of these is the accelerator cannon, which uses complex vacuum technologies to fire high-velocity shells that few targets can withstand.

WARGEAR OPTIONS

- This model's 2 quad lascannons can be replaced with one of the following:
 - 2 laser destroyers
 - 2 quad heavy bolters
- This model's twin heavy bolter can be replaced with 1 twin heavy flamer.
- This model can be equipped with 1 havoc launcher.
- This model can be equipped with one of the following:
 - 1 combi-weapon*
 - 1 heavy bolter
 - 1 heavy flamer
 - 1 multi-melta
 - 1 storm bolter

** The profile for this weapon can be found on the Adeptus Astartes Legends Armoury card.*

UNIT COMPOSITION

- **1 Fellblade**

This model is equipped with: demolisher cannon; Fellblade accelerator cannon; 2 quad lascannons; twin heavy bolter; armoured tracks.

KEYWORDS: VEHICLE, TITANIC, IMPERIUM, SMOKE, FELLBLADE



FACTION KEYWORDS:
ADEPTUS ASTARTES

FALCHION

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
9"	13	2+	24	6+	8



RANGED WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Laser destroyer [HEAVY]	36"	3	3+	14	-4	D6+1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Quad lascannon	48"	4	3+	12	-3	D6+1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin Falchion volcano cannon [BLAST, TWIN-LINKED]	120"	D3+1	3+	24	-5	12
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1

MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Oath of Moment**

Titan-killer: Each time this model makes a ranged attack with its twin Falchion volcano cannon that targets a **MONSTER** or **VEHICLE** unit, that attack has the [DEVASTATING WOUNDS] ability.

DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, TITANIC, IMPERIUM, SMOKE, FALCHION**



FACTION KEYWORDS:
ADEPTUS ASTARTES

The Falchion was developed to arm the Legiones Astartes with a superlative tank destroyer, and the apocalyptic power of its twin volcano cannon soon became a thing of legend. True to its name, the volcano cannon can turn rock and metal into fiery magma, and a direct hit from the weapon can be fatal to even titanic war machines.

WARGEAR OPTIONS

- This model's 2 quad lascannons can be replaced with 2 laser destroyers.
- This model's twin heavy bolter can be replaced with 1 twin heavy flamer.
- This model can be equipped with one of the following:
 - 1 heavy bolter
 - 1 heavy flamer
 - 1 multi-melta
 - 1 storm bolter

UNIT COMPOSITION

- **1 Falchion**

This model is equipped with: 2 quad lascannons; twin heavy bolter; twin Falchion volcano cannon; armoured tracks.

KEYWORDS: **VEHICLE, TITANIC, IMPERIUM, SMOKE, FALCHION**



FACTION KEYWORDS:
ADEPTUS ASTARTES

MASTODON

WARHAMMER LEGENDS

M

9"

T

14

SV

2+

W

30



LD

6+

OC

12



RANGED WEAPON

	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Siege melta array [MELTA 2]	24"	6	3+	9	-4	D6
Skyreaper battery [ANTI-FLY 4+]	48"	8	3+	7	-1	2
Volkite culverin [DEVASTATING WOUNDS]	36"	4	3+	6	0	2



MELEE WEAPON

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise 2D6**

FACTION: **Oath of Moment**

Inviolable Transport: Once per battle round, when an attack is allocated to this model, you can change the Damage characteristic of that attack to 0.



DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, subtract 6 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, TITANIC, IMPERIUM, TRANSPORT, SMOKE, MASTODON



FACTION KEYWORDS:
ADEPTUS ASTARTES

MASTODON

WARHAMMER LEGENDS

The Mastodon is one of the heaviest assault transports ever fielded by the Space Marines, reserved for use against the most heavily fortified positions. Several times the size of a Land Raider, the Mastodon's primary role is to deliver armoured warriors directly into the breach created with the siege melta array mounted on the vehicle's armoured prow.

WARGEAR OPTIONS

- This model's 2 heavy flammers can be replaced with one of the following:
 - 2 heavy bolters
 - 2 lascannons
 - 2 volkite culverins
- This model's 2 lascannons can be replaced with one of the following:
 - 2 heavy bolters
 - 2 heavy flammers
 - 2 volkite culverins

UNIT COMPOSITION

▪ 1 Mastodon

This model is equipped with: 2 heavy flammers; 2 lascannons; siege melta array; skyreaper battery; armoured tracks.

TRANSPORT

This model has a transport capacity of 45 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS**, **POSSESSED** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** or **OBLITERATOR** model takes up the space of 3 models. This model can also transport up to 2 **DREADNOUGHT** or **HELBRUTE** models [these models take up the space of a number of models equal to their Wounds characteristic e.g. A **DREADNOUGHT** with a Wounds characteristic of 8 would take up the space of 8 models].

KEYWORDS: VEHICLE, TITANIC, IMPERIUM, TRANSPORT, SMOKE, MASTODON



FACTION KEYWORDS:
ADEPTUS ASTARTES

SOKAR-PATTERN STORMBIRD


WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20+"	13	2+	40	6+	0

4+

INVULNERABLE SAVE*

* Against ranged attacks only

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Hellstrike missile battery [ANTI-FLY 3+]	48"	4	3+	10	-3	D6
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 WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	9	4+	9	0	1

ABILITIES

CORE: **Deadly Demise 2D6, Hover**

FACTION: **Oath of Moment**

Aerial Assault: Each time a unit with the Deep Strike ability disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

DAMAGED: 1-13 WOUNDS REMAINING

While this model has 1-13 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, TRANSPORT, IMPERIUM, SOKAR-PATTERN STORMBIRD



FACTION KEYWORDS: ADEPTUS ASTARTES

SOKAR-PATTERN STORMBIRD

WARHAMMER LEGENDS

The Stormbird was the design precursor to the Thunderhawk Gunship, conceived as a specialised, high-durability orbital assault craft that could land a Space Marine strike force in the face of heavy ground fire. Though largely superseded by the Thunderhawk, the Stormbird's capabilities as a mobile bastion and firebase are never overlooked by those factions who still possess it.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Sokar-pattern Stormbird

This model is equipped with: hellstrike missile battery; 3 twin heavy bolters; 4 twin lascannons; armoured hull.

TRANSPORT

This model has a transport capacity of 55 **ADEPTUS ASTARTES INFANTRY** or **ADEPTUS ASTARTES MOUNTED** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS**, **POSSESSED** or **TERMINATOR** model takes up the space of 2 models and each **MOUNTED**, **CENTURION** or **OBLITERATOR** model takes up the space of 3 models. This model can also transport up to 1 **RHINO** model (this model – and any models embarked within it – take up the space of 25 models).

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, TRANSPORT, IMPERIUM, SOKAR-PATTERN STORMBIRD





FACTION KEYWORDS: ADEPTUS ASTARTES

TARANTULA SENTRY BATTERY

WARHAMMER LEGENDS

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

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Twin heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	4+	12	-3	D6+1

 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	1	6+	3	0	1

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.

KEYWORDS: VEHICLE, ARTILLERY, IMPERIUM, TARANTULA SENTRY BATTERY



FACTION KEYWORDS:
ADEPTUS ASTARTES

TARANTULA SENTRY BATTERY

WARHAMMER LEGENDS

Tarantula Sentry Guns are automated weapon systems ideally suited to area denial and deterrent roles. Equipped with simple logic engines and fitted with either lascannons or heavy bolters, they can cut down enemy troops or stop armoured vehicles in their tracks, placing minimal demand on their operators' attention.

WARGEAR OPTIONS

- This model's twin heavy bolter replaced with 1 twin lascannon.




UNIT COMPOSITION


- 1 Tarantula Sentry Battery
- This model is equipped with:** twin heavy bolter; armoured hull.

KEYWORDS: VEHICLE, ARTILLERY, IMPERIUM, TARANTULA SENTRY BATTERY



FACTION KEYWORDS:
ADEPTUS ASTARTES

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
 Plasma blaster – standard	18"	2	3+	7	-2	1
 Plasma blaster – supercharge [HAZARDOUS]	18"	2	3+	8	-3	2
Twin autocannon [TWIN-LINKED]	48"	2	3+	9	-1	3
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

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

WEAPON LISTS

Several **ADEPTUS ASTARTES** models have the option to be equipped with one or more weapons whose profiles are not listed on their datasheet. The profiles for these weapons are instead listed on this card.



RENEGADES AND TRAITORS

The following **ADEPTUS ASTARTES** datasheets can be included in **HERETIC ASTARTES**, **DEATH GUARD**, **THOUSAND SONS** and **WORLD EATERS** armies.

- Kratos
- Deredeo Dreadnought
- Relic Contemptor Dreadnought
- Leviathan Dreadnought
- Land Raider Proteus
- Land Raider Achilles
- Sicaran Battle Tank
- Sicaran Venator
- Sicaran Punisher
- Rapier Carrier
- Whirlwind Scorpis
- Terrax-pattern Termite
- Xiphon Interceptor
- Storm Eagle Gunship
- Fire Raptor Gunship
- Typhon
- Cerberus
- Spartan
- Fellblade
- Falchion
- Mastodon
- Sokar-pattern Stormbird

To do so, on those datasheets:

- For **HERETIC ASTARTES**, replace instances of the **IMPERIUM** keyword with **CHAOS**, replace instances of the **ADEPTUS ASTARTES** Faction keyword with **HERETIC ASTARTES** and replace instances of the Oath of Moment ability with Dark Pacts.
- For **DEATH GUARD**, replace instances of the **IMPERIUM** keyword with **CHAOS**, add the **NURGLE** keyword, replace instances of the **ADEPTUS ASTARTES** Faction keyword with **DEATH GUARD**, and replace instances of the Oath of Moment ability with Nurgle's Gift (Aura).
- For **THOUSAND SONS**, replace instances of the **IMPERIUM** keyword with **CHAOS**, add the **TZEENTCH** keyword, replace instances of the **ADEPTUS ASTARTES** Faction keyword with **THOUSAND SONS**, and remove instances of the Oath of Moment ability.
- For **WORLD EATERS**, replace instances of the **IMPERIUM** keyword with **CHAOS**, add the **KHORNE** keyword, replace instances of the **ADEPTUS ASTARTES** Faction keyword with **WORLD EATERS**, and replace instances of the Oath of Moment ability with Blessings of Khorne.

Use the points values listed for the **ADEPTUS ASTARTES** versions of the datasheets.

