SPACE MARINES

FACTION PACK: VERSION 1.1

Legal for matched play from 22nd July 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

WHAT'S NEW?

- **Changes to Rules Updates.**

- **Vengeful Hosts detachment.**

- **Spearpoint Task Force, Evasive Manoeuvres Stratagem, Effect Section:** Change to:
  'Until the end of the phase, each time an attack targets your unit, subtract 1 from the Wound roll.'

- **Librarius Conclave Detachment, Fusillade Enhancement**
  Change to:

'**ADEPTUS ASTARTES PSYKER** model only. This unit's ranged attacks have:

- **[LETHAL HITS]**.
- If this unit has the **Pyromancy Discipline** ability, **[SUSTAINED HITS 1]**.

- **Librarius Conclave Detachment, Temporal Corridor Enhancement**
  Change to:

'**ADEPTUS ASTARTES PSYKER** model only.

- If this unit has the **Telekinesis Discipline** ability, this unit has **Deep Strike**.
- At the end of your opponent's Fight phase, if this unit is **unengaged**, you can use this ability. If you do:
  - Place this unit in **strategic reserves**.
  - This unit can make an **ingress move** in your next Movement phase (including in your first turn).'

- **Imperial Armour, Thunderhawk Gunship:** Remove '**AIRCRAFT**' keyword.

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VENGEFUL HOSTS

VETERANS OF ARMAGEDDON'S WARS, THESE ANGELS OF DEATH BRING VENGEANCE FROM ON HIGH

DETACHMENT RULES

IMPERATOR UNLEASHED

The warrior hosts deployed in Operation Imperator know they must strike with decisive fury if they are to break their foes.

In a turn a friendly **ADEPTUS ASTARTES FLY INFANTRY** unit made an **ingress/charge move**, that unit's attacks can re-roll **hit rolls** of 1.

ENHANCEMENTS

AVENGING ANGEL

Descending on wings of fire, this warrior spreads terror of Imperial vengeance through the ranks of the foe.

ADEPTUS ASTARTES FLY INFANTRY model only. When this unit ends an **ingress move**, select up to one enemy unit within 9" of this unit. That enemy unit makes a **battle-shock roll**, with -1 to that **battle-shock roll**.

ORKSBANE

The machine spirit of this ancient relic weapon is said to hate Orks with a vehemence that kills them on contact.

ADEPTUS ASTARTES FLY INFANTRY model only. This model has the following weapon:

Orksbane [CLEAVE 2]

RANGE	A	WS	S	AP	D
Melee	4	2+	8	-2	3

METEORIC ONSLAUGHT — 1CP

VENGEFUL HOSTS STRATAGEM

Jump jets blazing, these Space Marine shock troops slam into their foes with bone-breaking force.

WHEN: Fight phase, when a friendly **ADEPTUS ASTARTES FLY INFANTRY** unit that made a **charge move** this turn is **selected to attack**.

TARGET: That friendly **ADEPTUS ASTARTES FLY INFANTRY** unit.

EFFECT: Your unit's melee attacks have +1 **S**.

PURGE BY SECTORS — 1CP

VENGEFUL HOSTS STRATAGEM

Focused on sweeping the Ork threat from Armageddon, if these warriors find themselves unengaged, they press swiftly onward.

WHEN: End of the Fight phase.

TARGET: One friendly **unengaged ADEPTUS ASTARTES FLY INFANTRY** unit that was **eligible to fight** this phase.

EFFECT: Your unit can make a **normal move** of up to D3+3".

KNOW NO FEAR — 1CP

VENGEFUL HOSTS STRATAGEM

Inspired by duty, these warriors reject dismay and fight on with renewed fury.

WHEN: Your Command phase.

TARGET: One friendly **battle-shocked ADEPTUS ASTARTES** unit. You can target that unit with this **stratagem** even though it is **battle-shocked**.

EFFECT: Your unit is no longer **battle-shocked**.

FULGURIS TASK FORCE

ANTI-GRAV SPEEDERS HIT THE FOE WITH THUNDEROUS FIREPOWER AT DEADLY VELOCITIES

DETACHMENT RULES

SKYSTRIKE

With howling engines and a buffeting of anti-gravitic forces, a Chapter's massed combat skimmers plunge into the midst of battle with guns blazing.

- Friendly **LAND SPEEDER/STORM SPEEDER HAILSTRIKE/STORM SPEEDER HAMMERSTRIKE/STORM SPEEDER THUNDERSTRIKE** units have **SPEEDER**.

- In your first Movement phase, friendly **SPEEDER** units can make an **ingress move**.

ENHANCEMENTS

BELLICOSE WEAPON SPIRITS UPGRADE

Entreated by veteran gunners, this skimmer's potent weapons unleash their spirits' wrath in bursts of excoriating destruction.

SPEEDER unit only. This unit can re-roll:
- **Damage rolls**.
- Rolls to determine the **A** of a weapon.

RAPTORIAL COGITATOR CORE UPGRADE

The pinpoint firing solutions woven in runic screed by this vehicle's logic engine speak to its predatory instincts.

SPEEDER unit only. This unit's ranged attacks have **[IGNORES COVER]**.

DATA-LINK AUGURY 1CP

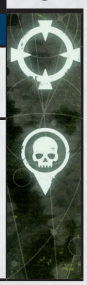
FULGURIS TASK FORCE STRATAGEM

Speeder crews are trained to exploit their craft's reconnaissance augurs in a data-link with its weapons to target suddenly revealed foes.

WHEN: Your Shooting phase, when a friendly **SPEEDER** unit is **selected to shoot**.

TARGET: That **SPEEDER** unit.

EFFECT: Select one enemy unit within 24" of your unit. That enemy unit has +6" **detection range** until your unit has shot.



REACTIVE EVASION 1CP

FULGURIS TASK FORCE STRATAGEM

Triggering sudden flows of power to engines and manoeuvring planes, aggressive advances by the foe can be left foundering in a skimmer's wake.

WHEN: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly **unengaged SPEEDER** unit.

TARGET: That **SPEEDER** unit.

EFFECT: Your unit can make a **normal move** of up to D3+3".



ANTI-GRAV SURGE 1CP

FULGURIS TASK FORCE STRATAGEM

The anti-grav plates of this combat skimmer thrum with extra power, powering the craft into the atmosphere from where it can redeploy.

WHEN: End of your opponent's Fight phase.

TARGET: One friendly **unengaged SPEEDER** unit.

EFFECT: Place your unit in **strategic reserves**.



LIBRARIUS CONCLAVE

WARRIOR-MYSTICS OF THE CHAPTER UNLEASH SUPERNATURAL WARP-FUELLED POWERS

DETACHMENT RULES

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** abilities. Friendly **ADEPTUS ASTARTES PSYKER** units have that ability until the end of the battle round.

- **Biomancy Discipline:** This unit has +2" **M**.
- **Divination Discipline:** This unit's attacks can:
  - Re-roll **hit rolls** of 1.
  - Re-roll **wound rolls** of 1.
- **Pyromancy Discipline:** This unit's ranged attacks that target an enemy unit within 12" of this unit have +1 **AP**.
- **Telekinesis Discipline:** Ranged attacks that target this unit have -1 **S**.
- **Telepathy Discipline:** This unit's attacks can ignore modifiers to **BS**, **WS** and **hit rolls**.

ENHANCEMENTS

CELERITY

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

ADEPTUS ASTARTES PSYKER model only.

- When this unit is selected to make an **advance move**, that move does not prevent this unit from being **eligible to declare a charge**.
- When this unit is selected to make a **fall-back move**, if this unit has the **Biomancy Discipline** ability, that move does not prevent this unit from being **eligible to declare a charge**.

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 per unit) In your opponent's Movement phase, when an enemy unit ends a move within 8" of this unit, if this unit is **unengaged**, this unit can make a **normal move** of:

- Up to D6".
- Or: If this unit has the **Divination Discipline** ability, up to 6".

OBFUSCATION

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

ADEPTUS ASTARTES PSYKER model only.

- Enemy units cannot target this unit with **snap shooting** attacks.
- If this unit has the **Telepathy Discipline** ability, this unit has -3" **detection range**.

TEMPORAL CORRIDOR

Folding existence around an invisible path along which time is altered, the Librarian propels his allies across the battlefield with supernatural swiftness.

ADEPTUS ASTARTES PSYKER model only.

- If this unit has the **Telekinesis Discipline** ability, this unit has **Deep Strike**.
- At the end of your opponent's Fight phase, if this unit is **unengaged**, you can use this ability. If you do:
  - Place this unit in **strategic reserves**.
  - This unit can make an **ingress move** in your next Movement phase (including in your first turn).

FUSILLADE

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

ADEPTUS ASTARTES PSYKER model only. This unit's ranged attacks have:

- **[LETHAL HITS]**
- If this unit has the **Pyromancy Discipline** ability, **[SUSTAINED HITS 1]**.

SUBVERSION ASSETS

STEALTHY BATTLE-BROTHERS AND NEOPHYTES ELIMINATE THE FOE'S LURKING THREATS

DETACHMENT RULES

NOWHERE TO HIDE

With transhuman instincts, auto-senses, and more specialised equipment, a Chapter's masters of clandestine warfare are able to unmask the foe, leaving them ripe for swift eradication.

Friendly **PHOBOS/SCOUT SQUAD** units have the following ability:

Transhuman Perception: In your Shooting phase, this unit can select one **visible** enemy unit within 12". That enemy unit is **detected**:

- While a unit is **detected**, that unit has +3" **detection range**.

ENHANCEMENTS

SHROUD FIELD

This camouflaging field projector employs a chameleonic twisting of emissions whose secrets the Techmarines cannot reproduce. It mantles its bearer as if with a spectral shroud and masks his approach to his doomed target.

PHOBOS model only. This model has:

- **Lone Operative**.
- **Stealth**.

DEATH IN THE DARK UPGRADE

To slay the hidden foe where they lurk, where their deaths go unmarked and unremembered, is to deny their hateful lives meaning.

INFANTRY PHOBOS unit only. This unit's attacks that target a **hidden** unit have +1 to **hit rolls**.

ADAPTIVE OPERATIONS — 1CP

SUBVERSION ASSETS STRATAGEM

Those warriors who operate far from Chapter reinforcement maintain their lethal fire even while conducting vital strategic operations.

WHEN: Your Shooting phase, when a friendly **PHOBOS/SCOUT SQUAD** unit **starts an action**.

TARGET: That **PHOBOS/SCOUT SQUAD** unit.

EFFECT: That **action** does not prevent your unit from being **eligible to shoot**.

STRIKE FROM THE SHADOWS — 1CP

SUBVERSION ASSETS STRATAGEM

Holding to the shadows and choosing victims with care, stealthy warriors winnow the enemy ranks without ever revealing their positions.

WHEN: Your Shooting phase, when a friendly **PHOBOS/SCOUT SQUAD** unit has shot.

TARGET: That **PHOBOS/SCOUT SQUAD** unit.

EFFECT: Those ranged attacks do not prevent your unit from being **hidden**.

CLOAKED POSITION — 1CP

SUBVERSION ASSETS STRATAGEM

When still, silent and further masked by cameleoline materials or drifting smoke, a Chapter's forward operatives are almost impossible to spot until it is too late.

WHEN: Start of your opponent's Movement phase.

TARGET: One friendly **unengaged PHOBOS/SCOUT SQUAD** unit.

EFFECT: Your unit has -3" **detection range** until the end of the turn.

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

1CP

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

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

1CP

The belligerence of the Adeptus Astartes, combined with their transhuman 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 attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

RAPID EMBARKATION

ARMOURED SPEARTIP – WARGEAR STRATAGEM

1CP

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

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

1CP

The mightiest Space Marine transports are unstoppable on the advance.

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

1CP

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

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

1CP

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

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 obdurant.

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.

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 attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1CP

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.

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.

1CP

KILL SHOT

HEADHUNTER TASK FORCE – BATTLE TACTIC STRATAGEM

Space Marines are ruthless in culling weakened foes.

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.

1CP

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.

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.

1CP

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.

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 8" of that enemy unit.

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

1CP

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.

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.

1CP

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

1CP

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

2CP

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

1CP

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 attacking unit has finished making its attacks, 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

1CP

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

1CP

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

1CP

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 CODEX

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.

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 attacking unit has finished making its attacks, 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.

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, 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.

1CP

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.

ULTRAMARIAN 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.

1CP

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.

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, 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.

1CP

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 8" 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-chirurgeon 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.

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 attacking unit has finished making its attacks, 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.

1CP

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.

1CP

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.

1CP

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 nigh-supernatural resilience.

1CP

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.

1CP

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.

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 attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

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.

1CP

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.

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-manoeuvre strategies.

1CP

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.

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.

1CP

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 8" 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".

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.

1CP

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 Wound roll.

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.

1CP

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.

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

Steeped 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 attacking unit has finished making its attacks, 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.

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 attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

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.

1CP

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.

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.

1CP

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.

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.

1CP

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.

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.

1CP

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.

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.

1CP

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.

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", 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): Once per turn, when your opponent targets a unit from their army within 12" of this model with a **stratagem**, you can use this ability. If you do increase the CP cost of that use 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.

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 attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

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.

1CP

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.

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.

1CP

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.

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.

1CP

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.

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.

1CP

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.

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.

1CP

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.

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.

1CP

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.

1CP

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' + 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.

1CP

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.

1CP

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.

1CP

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.

1CP

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

1CP

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.

TACTICAL DECAPITATION

ORBITAL ASSAULT FORCE – BATTLE TACTIC STRATAGEM

1CP

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.

SHOCK ONSLAUGHT

ORBITAL ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

1CP

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".

AUTO-SENSE COORDINATION

ORBITAL ASSAULT FORCE – BATTLE TACTIC STRATAGEM

1CP

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".

BLIND SCREEN

ORBITAL ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

1CP

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.

ONWARD FOR THE EMPEROR

ORBITAL ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

1CP

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.

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 speartips 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. When this unit **declares a charge**, if an enemy unit within range of an **objective** is within 12" of this unit, you can use this **enhancement**. If you do:

- This unit can re-roll that **charge roll**.
- This unit must end that **charge move engaged** with one or more of those enemy units.

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

1CP

RECLAMATION FORCE – STRATEGIC PLOY STRATAGEM

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

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

1CP

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.

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

1CP

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.

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

1CP

RECLAMATION FORCE – STRATEGIC PLOY STRATAGEM

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

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.

ULTRAMARIAN DESTINY

1CP

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.

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

1CP

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.

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.

ERADICATOR SQUAD WITH HEAVY BOLTERS

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



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

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

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

ABILITIES

FACTION: **Oath of Moment**

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

UNIT COMPOSITION

- 1 Eradicator Sergeant
- 2 Eradicators

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

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

FACTION KEYWORDS: **ADEPTUS ASTARTES**

LAND SPEEDER

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



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

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

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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deep Strike**

FACTION: **Oath of Moment**

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

UNIT COMPOSITION

- 1 Land Speeder

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

KEYWORDS: **VEHICLE; FLY; IMPERIUM; LAND SPEEDER**

FACTION KEYWORDS: **ADEPTUS ASTARTES**

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 0CP, 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.

ABILITIES

CORE: **Support**

FACTION: **Oath of Moment**

Knight Champion of Macragge: In your opponent's Movement phase, when an enemy unit ends a Normal, Advance or Fall Back move within 8" 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**, regardless of any other uses of that **stratagem** this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that **stratagem** on other units this phase.

KEYWORDS: **Infantry, Character, Epic Hero, Imperium, Tacticus, Captain, Cato, Sicarius**

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.

Glory of Ultramar: In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was **destroyed** by those attacks, this unit can make a **surge move** of up to D6".

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
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Master-crafted bolter [ASSAULT, HEAVY]	24"	2	2+	4	-1	2

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

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
ANCIENT GADRIEL, VETERAN SERGEANT METAURUS	6"	4	3+	4	6+	1
GAIUS SILVA, AEMELIA MINERVAS, DAINAL KORNELIUS, LUCIA VESTHA	6"	3	4+	3	6+	1



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 stave.

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.

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.

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

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**

INSPIRING COMMANDER

If you include this model in your army, until the end of the battle, non-**Character** models in **Infernus Squad** units from your army have an Objective Control characteristic of 2 while they are not Battle-shocked.

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.

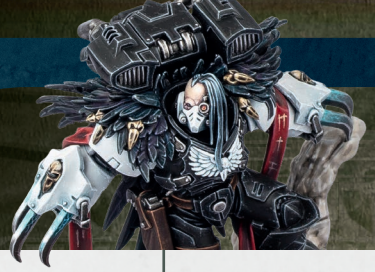
KEYWORDS: **Infantry, Character, Epic Hero, Grenades, Imperium, Tacticus, Captain, Vulkan He'stan**

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 unit with the **Rapid Ingress/Heroic Intervention stratagem**, regardless of any other uses of that **stratagem** this phase. If you do:

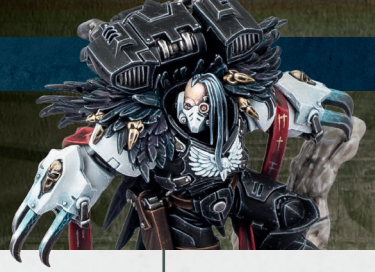
- That use is -1 CP.
- That use does not prevent any uses of that **stratagem** on other units this phase.

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	T	SV	W	LD	OC
5"	5	2+	7	6+	1

4+ INVULNERABLE SAVE



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

INSPIRING COMMANDER

If you include this model in your army, until the end of the battle, non-**Character** models in **Terminator Assault Squad** and **Terminator Squad** units from your army have an Objective Control characteristic of 2 while they are not Battle-shocked.

UNIT COMPOSITION

- **1 Darnath Lysander – Epic Hero**

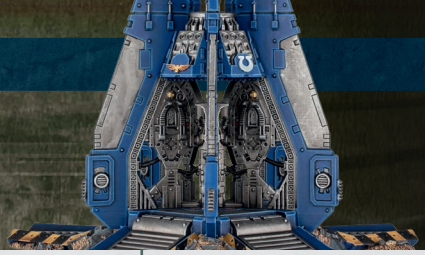
This model is equipped with: 1 Fist of Dorn

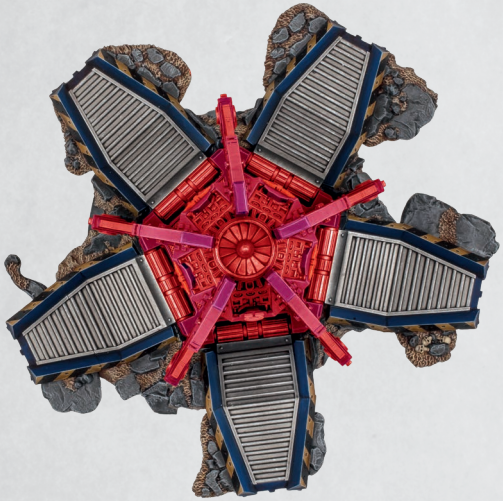
KEYWORDS: **Infantry, Character, Epic Hero, Imperium, Terminator, Captain, Darnath Lysander**

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 8" away from all enemy models.

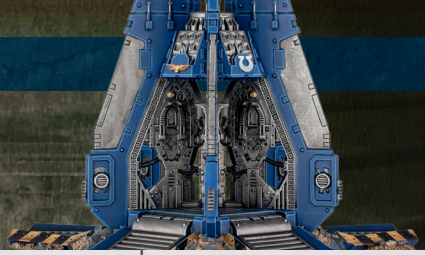
Combat Disembarkation: Each time a unit disembarks from this model after it has been set up on the battlefield, that unit is still eligible to declare a charge this turn.

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.

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.*

KEYWORDS: **Vehicle, Titanic, Frame, Imperium, Astraeus**

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, Frame, 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, 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, Transport, Imperium, Thunderhawk Gunship**

FACTION KEYWORDS: **Adeptus Astartes**

SPACE MARINES
RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be highlighted in red.

UPDATES

ARMY RULES

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

- You can re-roll the Hit roll.
- If you are using a *Codex: Space Marines* Detachment and your army does not include one or more units with the **BLOOD ANGELS**, **DARK ANGELS**, **DEATHWATCH** or **SPACE WOLVES** keywords, or one or more units from those factions' Munitorum Field Manual sections, add 1 to the Wound roll as well.'

Space Marine Chapters
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.

DETACHMENTS (VARIOUS)

Anvil Siege Force, 1st Company Task Force, Firestorm Assault Force, Gladius Task Force, Ironstorm Spearhead, Stormlance Task Force, Vanguard Spearhead – Armour of Contempt Stratagem, Effect Section
Change to:
'Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.'

FIRESTORM ASSAULT FORCE DETACHMENT

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.'

GLADIUS TASK FORCE DETACHMENT

Storm of Fire Stratagem, Target Section
Change to:
'One **ADEPTUS ASTARTES** unit from your army that has not been selected to shoot this phase.'

Squad Tactics Stratagem, Target Section
Change 9" to 8".

Fire Discipline Enhancement
Change to:
'**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.'

IRONSTORM SPEARHEAD DETACHMENT

Master of Machine War Enhancement
Delete 'Aura' from this Enhancement and change to:
'**ADEPTUS ASTARTES** model only. In your Command phase, select one **ADEPTUS ASTARTES VEHICLE** model within 6" of the bearer. Until the start of your next Command phase, that **VEHICLE** is eligible to shoot even if it Fell Back or Advanced this turn.'

Mercy is Weakness Stratagem, CP Cost
Change to '2CP'.

Ancient Fury Stratagem, Effect Section
Change to:
'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.

Target Augury Web Enhancement
Delete 'Aura' from this Enhancement and change to:
'**TECHMARINE** model only. In your Command phase, select one **ADEPTUS ASTARTES VEHICLE** model within 6" of the bearer. Until the start of your next Command phase, weapons equipped by that **VEHICLE** model have the **[LETHAL HITS]** ability.'

STORMLANCE TASK FORCE DETACHMENT

Shock Assault Stratagem
Change to:
'WHEN: Fight phase, when a friendly **ADEPTUS ASTARTES** unit is **selected to fight**.
TARGET: That **ADEPTUS ASTARTES** unit.
EFFECT: Your unit's melee attacks have **[LANCE]**.'

Ride Hard, Ride Fast Stratagem, Effect Section
Change to:
'Until the end of the phase, each time an attack targets your unit, subtract 1 from the Wound roll.'

Wind-swift Evasion Stratagem, Target Section
Change to:
'One **ADEPTUS ASTARTES INFANTRY** or **ADEPTUS ASTARTES MOUNTED** unit from your army that is within 8" of that enemy unit.'

VANGUARD SPEARHEAD DETACHMENT

Vanguard Spearhead Detachment

- **Shadow Masters Detachment Rule:** Change to 'Each time a ranged attack targets an **ADEPTUS ASTARTES** unit from your army, unless the attacking model is within 12", the target has the **benefit of cover**.'
- **Shadow War Veteran Enhancement:** Change to 'Once per turn, when your opponent targets a unit from their army within 12" of this model with a **stratagem**, you can use this ability. If you do increase the CP cost of that use of that **stratagem** by 1CP.'

Calculated Feint Stratagem, Target Section
Change to:
'TARGET: One friendly **ADEPTUS ASTARTES INFANTRY** unit within 12" of that enemy unit.'

DATASHEETS

Drop Pod, Gladiator Lancer, Gladiator Reaper, Gladiator Valiant, Hammerfall Bunker, Impulsor, Invader ATV, Land Raider, Land Raider Crusader, Land Raider Redeemer, Predator Annihilator, Predator Destructor, Razorback, Repulsor, Repulsor Executioner, Rhino, Storm Speeder Hailstrike, Storm Speeder Hammerstrike, Storm Speeder Thunderstrike, Vindicator, Whirlwind – Keywords Section
Add '**FRAME**'.

Captain in Phobos Armour, Lieutenant in Reiver Armour, Reiver Squad, Scout Squad – Combat Knife weapon
Change **AP** to '-1'.

Incursor Squad, Lieutenant in Phobos Armour, Lieutenant with Combi-weapon – Paired Combat Blades weapon
Change **AP** to '-1'.

Ancient, Ancient in Terminator Armour, Apothecary, Apothecary Biologis, Bladeguard Ancient, Lieutenant, Lieutenant in Phobos Armour, Lieutenant in Reiver Armour, Wardens of Ultramar – Core Abilities Section
Remove 'Leader', add 'Support'.

Bladeguard Veteran Squad, Bladeguard Ability
Change to:
'(Once per turn, per unit): In the Fight phase, when this unit is **selected to fight** or when an enemy unit targets this unit, you can select one of the following:

- This unit's melee attacks have +1 to **hit rolls**.
- Or: Attacks that target this unit have -1 to **hit rolls**.'

Captain, Leader Section
Remove the following:
'*This model cannot be attached to a* **BLADEGUARD VETERAN SQUAD** *unless this model is equipped with a relic shield, and cannot be attached to a* **HELLBLASTER SQUAD** *unless this model is equipped with a plasma pistol.*'

Captain in Gravis Armour, Master-crafted heavy bolt rifle profile
Change to:

Heavy Bolt Rifle [ASSAULT, HEAVY]

RANGE	A	BS	S	AP	D
30"	2	2+	5	-1	3

Captain in Phobos Armour, Master of Deceit Ability
Change to:
'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.'

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.

Chaplain with Jump Pack
Ranged Weapons: Add the following profile:

Absolvor Bolt Pistol [CLOSE-QUARTERS]

RANGE	A	BS	S	AP	D
18"	1	3+	5	-1	2

Wargear Options Section: Add the following bullet:
'• 1 Absolvor Bolt Pistol.'

Company Heroes

- **Company Heroes Rule:** Remove this rule.
- **Keywords:** Change to:
  'KEYWORDS – ALL MODELS: **INFANTRY**, **GRENADES**, **IMPERIUM**, **TACTICUS**, **COMPANY HEROES** | ANCIENT: **ANCIENT**'

Chief Librarian Tigurius, Master of Prescience Ability
Change to:
'While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.In addition, once per battle round, when you target that unit with the **Counteroffensive/Fire Overwatch/Heroic Intervention stratagem**, that use is -1 CP.'

Desolation Squad

- **Targeter Optics Ability:** Change to '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.'
- **Unit Composition:** Change bullet points to:
  '• 1 Desolation Sergeant
  • 4 Desolation Marines'

Heavy Intercessor Squad, Ranged Weapons, heavy bolt rifle and heavy bolter profiles
Change to:

Heavy Bolt Rifle [ASSAULT, HEAVY]

RANGE	A	BS	S	AP	D
30"	2	3+	5	-1	2

Heavy Bolter [ASSAULT, HEAVY, SUSTAINED HITS 1]

RANGE	A	BS	S	AP	D
36"	3	3+	5	-1	2

Impulsor, Transport Section
Change to:
'This model has a transport capacity of 7 **TACTICUS** or **PHOBOS INFANTRY** models. It cannot transport **JUMP PACK** models.'

Infernus Squad, Ranged Weapons, pyreblaster profile
Change to:

Pyreblaster [IGNORES COVER, TORRENT]

RANGE	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

Inceptor Squad
Meteoric Descent Ability
Change to:
'In your Movement phase, when this unit is set up on the battlefield using the Deep Strike ability, it can perform a meteoric descent. If it does, this unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.'

Infernus Squad, Incendiary Terror Ability
Change to:
'In your Shooting phase, after this unit has shot, you can select one enemy **INFANTRY** unit hit by one or more of those attacks made with a pyreblaster. That enemy unit must take a Battle-shock test, subtracting 1 from that test.'

Intercessor Squad, Abilities Section
Replace previously added Target Elimination ability with the following new ability:
'**Hail of Bolts:** In your Shooting phase, when this unit is **selected to shoot**, select up to one **visible** enemy unit. While making those attacks, this unit's Bolt Rifle attacks that targeted that enemy unit have +2 **A**.'

Iron Father Feirros
Add new 'Inspiring Commander' section:
'If you include this model in your army, until the end of the battle, non-**CHARACTER** models in **HEAVY INTERCESSOR SQUAD** units from your army have an Objective Control characteristic of 3 while they are not Battle-shocked.'

Kayvaan Shrike
Add new 'Inspiring Commander' section:
'If you include this model in your army, until the end of the battle, non-**CHARACTER** models in **ASSAULT INTERCESSORS WITH JUMP PACKS** units from your army have an Objective Control characteristic of 2 while they are not Battle-shocked.'

Kor'sarro Khan
- Add new 'Inspiring Commander' section:
  'If you include this model in your army, until the end of the battle, non-**CHARACTER** models in **OUTRIDER SQUAD** units from your army have an Objective Control characteristic of 3 while they are not Battle-shocked.'
- **Leader Section:** change to:
  'This model can be attached to the following units: **ASSAULT INTERCESSOR SQUAD**, **BLADEGUARD VETERAN SQUAD**, **COMPANY HEROES**, **INTERCESSOR SQUAD**, **STERNGUARD VETERAN SQUAD**, **TACTICAL SQUAD**'

Land Raider Crusader, Land Raider Redeemer – Keywords Section
Add '**LAND RAIDER**'.

Lieutenant in Phobos Armour, Strategic Dispersal Ability
Change to:
'In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, that unit is not eligible to declare a charge.'

Lieutenant in Reiver Armour, master-crafted special issue bolt pistol
Change **AP** to '-1'.

Lieutenant with Combi-Weapon, Evade and Survive Ability
Change to:
'In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to 6".'

Outrider Squad, Abilities Section
Remove the Turbo-boost ability and add the following ability:
'**Thunderous Impact**: Each time a model in this unit makes a melee attack, if this unit made a Charge move this turn, improve the Strength and Damage characteristics of that attack by 1.'

Pedro Kantor
Add new 'Inspiring Commander' section:
'If you include this model in your army, until the end of the battle, non-**CHARACTER** models in **STERNGUARD VETERAN SQUAD** units from your army have an Objective Control characteristic of 2 while they are not Battle-shocked.'

Predator Annihilator, Annihilator Ability
Change to:
'Each time a ranged attack made by this model is allocated to a **MONSTER** or **VEHICLE** model, you can re-roll the Damage roll.'

Reiver Squad
- **Fearsome Assault Ability**
  Change to:
  'At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test, subtracting 1 from that test.'
- **Terror Troops Ability**
  Change to:
  'While an enemy unit (excluding **MONSTERS** and **VEHICLES**) is within 3" of one or more units with this ability, subtract 1 from the Objective Control characteristic of models in that enemy unit.

Repulsor, Transport Section
Change to:
'This model has a transport capacity of 14 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.'

Repulsor Executioner, Transport Section
Change to:
'This model has a transport capacity of 7 **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.'

Roboute Guilliman
- **Keywords –** Add '**MOBILE**'.
- **Author of the Codex Ability –** Change to:
  'At the Start of your Command phase, select two Author of the Codex abilities (see left). Until the start of your next Command phase, this model has those abilities.'
- **Supreme Strategist Ability –** Change to:
  'Once per battle round, one model from your army with this ability can use it when a friendly **ADEPTUS ASTARTES** unit within 12" of that model is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.'

Sternguard Veteran Squad, **Sternguard Focus Ability**
Change to:
'Each time a model in this unit makes an attack that targets your Oath of Moment target, you can re-roll the Wound roll.'

Stormhawk Interceptor, Stormtalon Gunship
- **Core Abilities:** Remove 'Hover'.
- **Profile:** Change **M** and **OC** to '-'.

Stormraven Gunship
- **Profile:** Change **M** to 14".
- **Keywords:** Remove '**AIRCRAFT**'.

Terminator Assault Squad, Teleport Homer Ability
Change 9" to 8".

Terminator Squad, Teleport Homer Ability
Change 9" to 8".

Tigurius, Master of Prescience Ability
Change to:
- This unit has **Stealth**.
- Melee attacks that target this unit have -1 to **hit rolls**.
- (Once per battle round, per army) When you target this unit with the **Counteroffensive/Fire Overwatch/Heroic Intervention stratagem**, that use is -1 CP.

Uriel Ventris
- **Unorthodox Strategist Ability –** Change to:'Once per turn, when your opponent targets a unit from their army within 12" of this model with a **stratagem**, this model can use this ability. If you do increase the CP cost of that use of that **stratagem** by 1CP.'
- **Master of the Fleet ability –** Change to:
  'During the Declare Battle Formations step, if your army includes this model, select one **PHOBOS**, **GRAVIS** or **ADEPTUS ASTARTES TACTICUS INFANTRY** unit from your army. That unit gains the Deep Strike ability.'

Vanguard Veteran Squad with Jump Packs
- **Ranged Weapons:** Add the following profile:

Heavy Bolt Pistol [CLOSE-QUARTERS]

RANGE	A	BS	S	AP	D
18"	1	3+	4	-1	1

- **Melee Weapons:** Add the following profile:

Master-crafted Power Weapon

RANGE	A	WS	S	AP	D
Melee	3	3+	5	-2	2

- **Wargear Options:** Add the following:
  - All models can each have their Bolt Pistol and Vanguard Veteran Weapon replaced with:
    - 1 Heavy Bolt Pistol and 1 Master-crafted Power Weapon
  - For every 5 models in this unit, 1 model can replace their Heavy Bolt Pistol with 1 Plasma Pistol.'

FAQS

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, but the **TRANSPORT** itself is not part of that Attached unit.

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

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 Appendix, 04.03.04).

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.

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.

FERREN AREIOS

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 it 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

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

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, Frame, 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, Frame, Imperium, Land Raider Helios**

FACTION KEYWORDS: **Adeptus Astartes**

MORTIS DREADNOUGHT

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 plasma cannon – standard [BLAST]	36"	D3	3+	7	-2	2
Heavy plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	3
Missile launcher – frag [BLAST]	48"	D6	3+	4	0	1
Missile launcher – krak	48"	1	3+	9	-2	D6
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
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.

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.

KEYWORDS: **Vehicle, Walker, Imperium, Dreadnought, Mortis Dreadnought**

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

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.

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.

KEYWORDS: **Vehicle, Smoke, Frame, Imperium, Deimos Predator**

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, Frame, Imperium, Deimos Predator**

FACTION KEYWORDS: **Adeptus Astartes**

CHAPLAIN VENERABLE DREADNOUGHT

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.

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.

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

FACTION KEYWORDS: **ADEPTUS ASTARTES**

CHAPLAIN VENERABLE DREADNOUGHT

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

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.

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.

KEYWORDS: **Vehicle, Fly, Frame, Imperium, Land Speeder Tempest**

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, Frame, Imperium, Land Speeder Tempest**

FACTION KEYWORDS:
Adeptus Astartes

CARAB CULLN THE RISEN

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

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

M	T	SV	W	LD	OC
14"	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, FRAME, 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, Frame, Imperium, Caestus Assault Ram**

FACTION KEYWORDS: **Adeptus Astartes**

LAND RAIDER PROMETHEUS

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, Frame, 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, Frame, Imperium, Land Raider Prometheus**

FACTION KEYWORDS: **Adeptus Astartes**

VENERABLE DREADNOUGHT

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

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.

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.

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

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, Frame, Imperium, Rhino Primaris**

FACTION KEYWORDS: **Adeptus Astartes**

LAND RAIDER EXCELSIOR

M	T	SV	W	LD	OC
10"	12	2+	16	6+	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, Frame, 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, Frame, Imperium, Land Raider Excelsior**

FACTION KEYWORDS: **Adeptus Astartes**

IMPERIAL SPACE MARINE

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Disintegration combi-gun [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	5	-1	1
Disintegration pistol [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, PISTOL]	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: **Support**

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

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.

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, Frame, Imperium, Terminus Ultra**

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, Frame, Imperium, Terminus Ultra**

FACTION KEYWORDS:
Adeptus Astartes

RELIC RAZORBACK

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, FRAME, 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, Frame, Imperium, Relic Razorback**

FACTION KEYWORDS: **Adeptus Astartes**

COMPANY VETERANS *ON BIKES*

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**

COMPANY VETERANS *ON BIKES*

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*

M	T	SV	W	LD	OC
12"	5	3+	5	6+	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: **Support**

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. When you target this unit with the Heroic Intervention stratagem, that use is -1 CP.

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**

COMPANY CHAMPION *ON BIKE*

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**

ANCIENT *ON BIKE*

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.

ABILITIES

CORE: **Support**

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

KEYWORDS: **Mounted, Character, Grenades, Imperium, Ancient**

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

APOTHECARY *ON BIKE*

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: **Support**

FACTION: **Oath of Moment**

Narthecium: 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**

TECHMARINE *ON BIKE*

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

ABILITIES

CORE: **Support**

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.

KEYWORDS: **MOUNTED, CHARACTER, GRENADES, IMPERIUM, TECHMARINE**

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**

LIBRARIAN *ON BIKE*

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.

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.

KEYWORDS: **Mounted, Character, Grenades, Psyker, Imperium, Librarian**

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

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, Frame, 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, Frame, Imperium, Thunderhawk Transporter**

FACTION KEYWORDS: **Adeptus Astartes**

TARANTULA AIR DEFENCE BATTERY

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, Frame, 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, Frame, Imperium, Tarantula Air Defence Battery**

FACTION KEYWORDS:
Adeptus Astartes

CHAPLAIN CASSIUS

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

4+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Infernus [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, IGNORES COVER, TORRENT]	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

M	T	SV	W	LD	OC
6"	4	2+	3	6+	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 Destructor**
- **Stalker**
- **Vindicator**
- **Whirlwind**

KEYWORDS: **Infantry, Character, Epic Hero, Imperium, Sergeant Chronus**

FACTION KEYWORDS:
Adeptus Astartes, Ultramarines

SERGEANT TELION

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*

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.

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 0CP, 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.

KEYWORDS: **Mounted, Character, Grenades, Imperium, Captain**

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

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

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

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.

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

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.

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.

KEYWORDS: **Infantry, Grenades, Imperium, Vanguard Veteran Squad**

FACTION KEYWORDS: **Adeptus Astartes**

VANGUARD VETERAN SQUAD

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

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

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.

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.

KEYWORDS: **Infantry, Grenades, Imperium, Assault Squad**

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*

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.

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.

KEYWORDS: **Infantry, Grenades, Jump Pack, Fly, Imperium, Assault Squad with Jump Packs**

FACTION KEYWORDS: **Adeptus Astartes**

ASSAULT SQUAD *WITH JUMP PACKS*

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

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: **Support**

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. When you target this unit with the Heroic Intervention stratagem, that use is -1 CP.

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**

PRIMARIS COMPANY CHAMPION

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

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.

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. When you target this unit with the Heroic Intervention stratagem, that use is -1 CP.

WARGEAR ABILITIES

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

KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, COMMAND SQUAD**

FACTION KEYWORDS: **ADEPTUS ASTARTES**

COMMAND SQUAD

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*

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

- 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

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.

KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, COMMAND SQUAD**

FACTION KEYWORDS: **ADEPTUS ASTARTES**

RELIC TERMINATOR SQUAD

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.

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.

KEYWORDS: **INFANTRY, IMPERIUM, TERMINATOR, RELIC TERMINATOR SQUAD**

FACTION KEYWORDS: **ADEPTUS ASTARTES**

RELIC TERMINATOR SQUAD

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

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.

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".

KEYWORDS: **Infantry, Grenades, Smoke, Imperium, Scout Sniper Squad**

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

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

	M	T	SV	W	LD	OC
SPACE MARINE BIKE	12"	5	3+	3	6+	2
ATTACK BIKE	12"	5	3+	5	6+	2

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.

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.

KEYWORDS: **Mounted, Grenades, Imperium, Bike Squad**

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

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

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.

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).

KEYWORDS: **Mounted, Grenades, Smoke, Imperium, Scout Bike Squad**

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 TORNADO

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, FRAME, 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, Frame, Imperium, Land Speeder Tornado**

FACTION KEYWORDS:
Adeptus Astartes

LAND SPEEDER TYPHOON

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.

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.

KEYWORDS: **Vehicle, Fly, Frame, Imperium, Land Speeder Typhoon**

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, Frame, Imperium, Land Speeder Typhoon**

FACTION KEYWORDS:
Adeptus Astartes

LIBRARIAN *WITH JUMP PACK*

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.

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.

KEYWORDS: **Infantry, Character, Jump Pack, Fly, Psyker, Grenades, Imperium, Librarian**

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

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.

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.

KEYWORDS: **ARTILLERY, VEHICLE, FRAME, IMPERIUM, THUNDERFIRE CANNON**

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, Frame, Imperium, Thunderfire Cannon**

FACTION KEYWORDS:
Adeptus Astartes

HUNTER

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, FRAME, 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, Frame, Imperium, Hunter**

FACTION KEYWORDS:
Adeptus Astartes

STALKER

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, Frame, 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, Frame, Imperium, Stalker**

FACTION KEYWORDS:
Adeptus Astartes

LAND SPEEDER STORM

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, Frame, 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, Frame, 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 FRE 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.

KRATOS

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.

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.

KEYWORDS: **Vehicle, Frame, Imperium, Smoke, Kratos**

FACTION KEYWORDS: **Adeptus Astartes**

KRATOS

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 flamers*
  - 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, Frame, Imperium, Smoke, Kratos**

FACTION KEYWORDS: **Adeptus Astartes**

DEREDEO DREADNOUGHT

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

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.

KEYWORDS: **Vehicle, Walker, Imperium, Smoke, Dreadnought, Deredeo Dreadnought**

FACTION KEYWORDS: **Adeptus Astartes**

DEREDEO DREADNOUGHT

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

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.

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.

KEYWORDS: **Vehicle, Walker, Imperium, Dreadnought, Relic Contemptor Dreadnought**

FACTION KEYWORDS: **Adeptus Astartes**

RELIC CONTEMPTOR DREADNOUGHT

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

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

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.

KEYWORDS: **Vehicle, Walker, Imperium, Smoke, Dreadnought, Leviathan Dreadnought**

FACTION KEYWORDS: **Adeptus Astartes**

LEVIATHAN DREADNOUGHT

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 bombards 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 flamers 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 flamers; 2 grav-flux bombards; armoured feet.

KEYWORDS: **Vehicle, Walker, Imperium, Smoke, Dreadnought, Leviathan Dreadnought**

FACTION KEYWORDS: **Adeptus Astartes**

JAVELIN ATTACK SPEEDER

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.

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.

KEYWORDS: **Vehicle, Fly, Frame, Imperium, Javelin Attack Speeder**

FACTION KEYWORDS: **Adeptus Astartes**

JAVELIN ATTACK SPEEDER

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, Frame, Imperium, Javelin Attack Speeder**

FACTION KEYWORDS:
Adeptus Astartes

DEATHSTORM DROP POD

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, Frame, Imperium, Deathstorm Drop Pod**

FACTION KEYWORDS:
Adeptus Astartes

DEATHSTORM DROP POD

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, Frame, Imperium, Deathstorm Drop Pod**

FACTION KEYWORDS:
Adeptus Astartes

LAND RAIDER PROTEUS

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, Frame, Imperium, Land Raider Proteus**

FACTION KEYWORDS: **Adeptus Astartes**

LAND RAIDER PROTEUS

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, Frame, Imperium, Land Raider Proteus**

FACTION KEYWORDS: **Adeptus Astartes**

LAND RAIDER ACHILLES

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

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, Transport, Smoke, Frame, Imperium, Land Raider Achilles**

FACTION KEYWORDS: **Adeptus Astartes**

LAND RAIDER ACHILLES

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, Frame, Imperium, Land Raider Achilles**

FACTION KEYWORDS: **Adeptus Astartes**

SICARAN BATTLE TANK

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, Frame, Imperium, Smoke, Sicaran Battle Tank**

FACTION KEYWORDS: **Adeptus Astartes**

SICARAN BATTLE TANK

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, Frame, Imperium, Smoke, Sicaran Battle Tank**

FACTION KEYWORDS:
Adeptus Astartes

SICARAN ARCUS

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, Frame, Imperium, Smoke, Sicaran Arcus**

FACTION KEYWORDS: **Adeptus Astartes**

SICARAN ARCUS

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, Frame, Imperium, Smoke, Sicaran Arcus**

FACTION KEYWORDS:
Adeptus Astartes

SICARAN VENATOR

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, FRAME, IMPERIUM, SMOKE, SICARAN VENATOR**

FACTION KEYWORDS: **ADEPTUS ASTARTES**

SICARAN VENATOR

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, Frame, Imperium, Smoke, Sicaran Venator**

FACTION KEYWORDS:
Adeptus Astartes

SICARAN PUNISHER

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, FRAME, IMPERIUM, SMOKE, SICARAN PUNISHER**

FACTION KEYWORDS: **ADEPTUS ASTARTES**

SICARAN PUNISHER

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, Frame, Imperium, Smoke, Sicaran Punisher**

FACTION KEYWORDS:
Adeptus Astartes

SICARAN OMEGA

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.

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.

KEYWORDS: **Vehicle, Frame, Imperium, Smoke, Sicaran Omega**

FACTION KEYWORDS: **Adeptus Astartes**

SICARAN OMEGA

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, Frame, Imperium, Smoke, Sicaran Omega**

FACTION KEYWORDS:
Adeptus Astartes

RAPIER CARRIER

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.

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.

KEYWORDS: **Artillery, Vehicle, Frame, Imperium, Rapier Carrier**

FACTION KEYWORDS: **Adeptus Astartes**

RAPIER CARRIER

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, Frame, Imperium, Rapier Carrier**

FACTION KEYWORDS:
Adeptus Astartes

WHIRLWIND SCORPIUS

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, FRAME, IMPERIUM, WHIRLWIND SCORPIUS**

FACTION KEYWORDS: **ADEPTUS ASTARTES**

WHIRLWIND SCORPIUS

The Scorpius 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 Scorpius**

This model is equipped with: Scorpius multi-launcher; armoured tracks.

KEYWORDS: **Vehicle, Smoke, Frame, Imperium, Whirlwind Scorpius**

FACTION KEYWORDS:
Adeptus Astartes

VINDICATOR LASER DESTROYER

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
[ONE SHOT]: The bearer can only shoot with this weapon once per battle.						
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.

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.

KEYWORDS: **VEHICLE, SMOKE, FRAME, IMPERIUM, VINDICATOR LASER DESTROYER**

FACTION KEYWORDS: **ADEPTUS ASTARTES**

VINDICATOR LASER DESTROYER

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, Frame, Imperium, Vindicator Laser Destroyer**

FACTION KEYWORDS:
Adeptus Astartes

DREADNOUGHT DROP POD

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, Frame, Imperium, Transport, Dreadnought Drop Pod**

FACTION KEYWORDS:
Adeptus Astartes

DREADNOUGHT DROP POD

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, Frame, Imperium, Transport, Dreadnought Drop Pod**

FACTION KEYWORDS: **Adeptus Astartes**

TERRAX-PATTERN TERMITE

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, Frame, Imperium, Transport, Dedicated Transport, Terrax-pattern Termite**

FACTION KEYWORDS: **Adeptus Astartes**

TERRAX-PATTERN TERMITE

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 flamers
  - 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, Frame, Imperium, Transport, Dedicated Transport, Terrax-pattern Termite**

FACTION KEYWORDS: **Adeptus Astartes**

XIPHON INTERCEPTOR

M	T	SV	W	LD	OC
-	9	3+	12	6+	-

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, Frame, Aircraft, Imperium, Xiphon Interceptor**

FACTION KEYWORDS:
Adeptus Astartes

XIPHON INTERCEPTOR

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, Frame, Aircraft, Imperium, Xiphon Interceptor**

FACTION KEYWORDS: **Adeptus Astartes**

STORM EAGLE GUNSHIP

M	T	SV	W	LD	OC
-	10	3+	18	6+	-

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.

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.

KEYWORDS: **Vehicle, Fly, Frame, Aircraft, Transport, Imperium, Storm Eagle Gunship**

FACTION KEYWORDS: **Adeptus Astartes**

STORM EAGLE GUNSHIP

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, Frame, Aircraft, Transport, Imperium, Storm Eagle Gunship**

FACTION KEYWORDS: **Adeptus Astartes**

FIRE RAPTOR GUNSHIP

M	T	SV	W	LD	OC
-	10	3+	18	6+	-

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, FRAME, AIRCRAFT, IMPERIUM, FIRE RAPTOR GUNSHIP**

FACTION KEYWORDS:
ADEPTUS ASTARTES

FIRE RAPTOR GUNSHIP

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, Frame, Aircraft, Imperium, Fire Raptor Gunship**

FACTION KEYWORDS: **Adeptus Astartes**

TYPHON

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, FRAME, IMPERIUM, SMOKE, TYPHON**

FACTION KEYWORDS:
ADEPTUS ASTARTES

TYPHON

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, Frame, Imperium, Smoke, Typhon**

FACTION KEYWORDS: **Adeptus Astartes**

CERBERUS

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, Frame, Imperium, Smoke, Cerberus**

FACTION KEYWORDS: **Adeptus Astartes**

CERBERUS

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, Frame, Imperium, Smoke, Cerberus**

FACTION KEYWORDS: **Adeptus Astartes**

SPARTAN

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, Frame, Imperium, Transport, Smoke, Spartan**

FACTION KEYWORDS: **Adeptus Astartes**

SPARTAN

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, Frame, Imperium, Transport, Smoke, Spartan**

FACTION KEYWORDS: **Adeptus Astartes**

FELLBLADE

M	T	SV	W	LD	OC
9"	13	2+	24	6+	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.

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.

KEYWORDS: **Vehicle, Frame, Titanic, Imperium, Smoke, Fellblade**

FACTION KEYWORDS: **Adeptus Astartes**

FELLBLADE

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, Frame, Titanic, Imperium, Smoke, Fellblade**

FACTION KEYWORDS: **Adeptus Astartes**

FALCHION

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, FRAME, TITANIC, IMPERIUM, SMOKE, FALCHION**

FACTION KEYWORDS: **ADEPTUS ASTARTES**

FALCHION

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, Frame, Titanic, Imperium, Smoke, Falchion**

FACTION KEYWORDS:
Adeptus Astartes

MASTODON

M	T	SV	W	LD	OC
9"	14	2+	30	6+	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, Frame, Titanic, Imperium, Transport, Smoke, Mastodon**

FACTION KEYWORDS: **Adeptus Astartes**

MASTODON

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 flamers can be replaced with one of the following:
  - 2 heavy bolters
  - 2 lascannons
  - 2 volite culverins
- This model's 2 lascannons can be replaced with on of the following:
  - 2 heavy bolters
  - 2 heavy flamers
  - 2 volkite culverins

UNIT COMPOSITION

- **1 Mastodon**

This model is equipped with: 2 heavy flamers; 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, Frame, Titanic, Imperium, Transport, Smoke, Mastodon**

FACTION KEYWORDS: **Adeptus Astartes**

SOKAR-PATTERN STORMBIRD

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, Frame, Aircraft, Transport, Imperium, Sokar-pattern Stormbird**

FACTION KEYWORDS: **Adeptus Astartes**

SOKAR-PATTERN STORMBIRD

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, Frame, Aircraft, Transport, Imperium, Sokar-pattern Stormbird**

FACTION KEYWORDS: **Adeptus Astartes**

TARANTULA SENTRY BATTERY

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, Frame, Imperium, Tarantula Sentry Battery**

FACTION KEYWORDS: **Adeptus Astartes**

TARANTULA SENTRY BATTERY

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, Frame, 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 Scorpius
- 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.