

Space Marines

“And we shall know no fear!”

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What are the Space Marines? The Space Marines are the Emperor’s Angels of Death. They are genetically, biologically, and mechanically augmented to be the most elite warriors capable of delivering the Emperor’s wrath to the enemies of mankind. They are few in number compared

to the untold trillions that make up the Imperium, but their legends are known by all. Space Marines go to war with heavy power armour and a variety of weapons for to handle any foe.

Army Difficulty 1-5: 1. Space Marines are incredibly durable. They can specialize to focus on one aspect of warfare, or bring versatile units that can handle nearly any situation. The only difficulty is for a new player to decide which units to use out of the enormous quantity added to their roster throughout the many years of 40k!

Strengths: This army is incredibly durable and versatile. Your Firstborn Marines can swap weapons during deployment, allowing for maximum flexibility and most can score any objective, even when outnumbered and surrounded on all sides! The Primaris are more durable, resisting Ld debuffs, being overwhelmed in combat, and can shrug off the worse of injuries thanks to their Transhuman Physiology!

Weaknesses: The army does not have any sacrificial units or cannon fodder to draw the enemy into traps. Using the many specialty units and the overall flexibility of this army will allow you to hold the enemy in position until you are ready to strike, or to pull back and fight on your own terms.

Army Abilities: The Space Marines have a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.

Adjusted Tactics – During Deployment, after you have seen the Army Roster your opponent is bringing, this model may swap its current weapon(s) for legal weapon options equal to or less than the current point costs. For example, a Tactical Marine may swap its Plasma Gun for a Flamer because it costs less points.

Bolter Discipline – This model always counts as being in half range when firing Rapid Fire weapons that have Bolter as long as it did not Move or does not count as Moving during your Movement Phase.

Know No Fear - This unit automatically passes Pinning Tests, Rally Tests, and Fear Tests. They still will fall back if they lose Combat Resolution.

Tactical Squads - Each unit with this rule may declare they are forming their own units during your Command Phase. They may split up as low as two models per unit. Units must be placed within Unit Coherency during Deployment.

They may instead merge back into bigger units but may not exceed maximum unit size or merge with units other than their own unit name. If they do so, all suffered Wounds stack onto the most wounded models in the form of Mortal Wounds. If there are more to stack then remaining Wounds on a model, nominate another model to suffer these remaining Mortal Wounds. Independent Characters can never pass on Wounds or take on Wounds for a unit in this fashion.

Transhuman Physiology – This model has a 5+ Feel No Pain.

Common Wargear

In order to reduce redundancy throughout the Codex, common Wargear upgrades for units and models will be included here for your quick reference.

- Augar Array – 6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering.
- Chaff Launchers – This model has a 5+ Invulnerability Save against Ranged Attacks.
- Dozerblade – Reroll Dangerous Terrain Tests and failed Moved through Cover.
- Extra Armour – You may treat all Crew Stun Results as Weapon Disabled.
- Iron Halo – This model has a 4+ Invulnerability Save.
- Recovery Gear – Roll a d6, on 5+ repair Immobilized or Crew Stun result.
- Refractor Field – This model has a 5+ Invulnerability Save.
- Rosarius – This model has a 4+ Invulnerability Save.
- Smoke Launchers – 6" range, put 5" Smoke Cloud that causes -1 To Hit and scatters to move an extra +1" until your Command Phase. One Use Only. Use in your Shooting Phase Only.
- Standard – This inspiring battle flag gives the model equipped the following Auras:
 - 6" Aura, this model and target unit may reroll failed Ld Tests.
 - 6" Aura, this model and target unit gain A+1.
- Stormshield – This model gains Sv-1 (Improves by 1) and a 4+ Invulnerability Save.
- Terminator Honours – This model gains a 5+ Invulnerability Save.

Chapters

Space Marines form Chapters, each with their own traditions and combat doctrines that dictate how they conduct war in the 40k universe. Each Chapter has specialty rules that make the army more immersive to their lore and specialize their abilities on the battlefield. Your entire army MUST be from the same Chapter. Unique models will have the key word for which Chapter they must belong to if any.

Average:

- Well Disciplined: models may reroll 1s To Hit. Auras that allow reroll 1s To Hit allow all failed To Hit rolls of 1 or 2 to be rerolled instead.

Black Templar:

- Justified: All models in your army gain Ld+1.
- Righteous Zeal: All models in your army may reroll 1s To Wound in Melee on the phase they successfully Charged.

Blood Angels:

- Black Rage: If a unit ever fails its Ld test, they suffer WS+1, BS+1 (One worse) and gain A+1 for the remainder of the game. Units suffering from the Black Rage must declare Charges if within Range, and cannot fire weapons or Advance if it would make declaring a Charge within range illegal. If a Charge cannot be declared, the unit must move towards the closest enemy unit and Advance if it still cannot Charge or Shoot them.
- Quicksilver Blood: All models in your army gain I+1.
- Unnatural Speed: All models in your army gain Counterattack.

Blood Ravens:

- Relic Seekers: Any Objective Marker that scores Victory Points for the enemy while your army has a scoreable unit within 3" awards you .5 Victory Points as well.
- Unknown Origins: All models in your army suffer Ld-1.

Crimson Fists:

- Hold the Line: All models in your army may reroll failed Sv rolls of 1.
- Unwavering: All models in your army may reroll failed Ld Tests.

Dark Angels:

- Foreboding Knowledge: All Characters and Independent Characters suffer Ld-1.
- Watchers: Any Character or Independent Character may take a Watcher Token. Any unit the Independent Character is in (or themselves) may reroll any one die per Phase.

Death Watch:

- Extreme Trials: You may treat Scouts, Bladeguard Veterans, Company Veterans, Sternguard Veterans, and Vanguard Veterans as Troop Slots.
- Long Suffering: All models in your army gain Ld+1.

Drake Slayers:

- Monster Hunters: All models in your army gain +1 To Wound Monstrous Infantry, Monsters, or Titanic Monsters in Melee.
- Trophy Hunters: No models in your army may claim Objective Markers.

Emperor's Spears:

- Savages: All models in this army have Furious Charge.
- Aggressive Tactics: All models in this army add +2" to Charges.

Exorcists:

- Extensive Rituals: This army will always lose Initiative Rolls for who decides Attacking and Defending Players.
- Spiritual Resolve: All units in this army may Deny the Witch at Psychic Master Level 1, or +1 If they already have Psychic Mastery.

Flesh Tearers:

- Rip and Tear: All Melee attacks made by your army are considered Rending. Rending weapons trigger on a 4+ instead of 5+ If a 4+ would still be successful.
- Eager Warmongers: All units in your army may reroll failed Charges.

Imperial Fists:

- Imperial Fist Bolter Drill: All models are always considered as sitting still for purposes of Bolter Discipline.
- Shore up the Defenses: Buildings Embarked by Imperial Fist units gain T+1 while they are inside.

Iron Hands:

- Deadly Efficiency: You may treat Devastator Squads and Dreadnoughts (no variants or specialized versions) as Troop Slots or their respective Slots.
- Heavy Fire Doctrines: All models Snapshot on a 5+ with Heavy weapons, including Overwatch, instead of the usual 6+.

Salamanders:

- Protect Civilians: You army may only score VP based on Objectives requiring Objective Markers to be held.
- Protect What is Already Possessed: Gain +1 VP per completed Objective for Objectives 11-36 once per Turn.

Silver Templars:

- The Martial Bond: All Ranged and Melee Attacks from this army have the Gauss Rule.
- Ultima Founding: This army may only include models with the Stubborn rule.

Raven Guard:

- Strike from the Shadows: All models in your army gain Stealth. If they already had Stealth, they swap Stealth for Shroud instead.

Space Wolves:

- Aggressive Nature: All models in your army gain Furious Charge.
- Wolfen Fury: All models in your army gain A+1 on the turn they Charge.

Tome Keepers:

- The Pursuit of Knowledge: All models in your army gain Ld+4 when within 3" of an Objective.
- Knowledge Absolute: Gain 2 VP for Kingslayer instead of D3.

Ultramarines:

- Emperor's Finest: You may reroll one Objective during your Command Phase, even if it has already been rerolled.

White Consuls:

- Guardians of the Cadian Gate: All infantry models in your army gain Objective Secured and Stubborn when within 3" of an Objective Marker.

White Scars:

- Speed Tactics: All models in your army gain Hit and Run.
- Rapid Deployment: All models in your army gain Scout.

Wolfspears:

- Bleeding the Prey: If the target of Charge is at half or less of the combined unit's total Wounds from Deployment, the Charge automatically succeeds if it is within 12".
- Ultima Founding: This army may only include models with the Stubborn rule.

HQ 1-2 Slots

| | | |
|--|---|---|
| Captain Captain | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 5 4 4 10 3+ | Points: 190 Composition: 1 Captain |
| Wargear Captain: Stormbolter Bolt Pistol Combat Knife Frag Grenades Krak Grenades Iron Halo | Options May swap Stormbolter for R or A May swap Bolt Pistol for P May swap Combat Knife for M Space Wolf Captain may swap Combat Knife for SWM instead May swap Krak Grenades for G May take one B May take one C | Rules Captain: Independent Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Night Vision Objective Secured Shock Assault Battle Drills – 6” Aura, this model and target unit may Reroll 1s To Hit. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like normal, following the 15” Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. If the weapon is marked on the field and the carrier is destroyed, the Orbital Strike still hits in your Command Phase. |
| Special Wargear: Iron Halo – 4+ Invulnerability Save | Special Wargear Upgrades: A Stormshield +12 points B Terminator Armour +10 points B Jump Pack +20 points B Bike +34 points C Chapter Master +140 points | M-2, W+1 , Lose P and G weapons, Lose Infantry, Objective Secured. Gain Monstrous Infantry, Steady, Deepstrike. M+6, Fly, Deepstrike M+6, T+1, W+1, gain a second Stormbolter, gain Steed. W+1, A+1, gain Orbital Strike, gain Unique. |

| Selection | Name | Range | S | AP | Rules |
|-----------|-------------|-------|---|----|----------------------|
| R | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |

| | | | | | |
|---------------|-----------------------|-------------------|--------------|----------------|---|
| R +1 point | Mastercrafted Boltgun | 24 | 5 | 4+ | Rapid Fire 1, Bolter |
| R +4 points | Combi Flamer | Flame Or 24 | 4 Or 4 | 5+ Or 5+ | Assault 1 Or Rapid Fire 1, Bolter |
| R +6 points | Combi Grav | 18 Or 24 | * Or 4 | - Or 5+ | Rapid Fire 1, Grav Or Rapid Fire 1, Bolter |
| R +6 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter |
| R +21 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| P +8 points | Grav Pistol | 12 | * | - | Pistol 1, Grav |
| P +24 points | Inferno Pistol | 6 | 8 | 1+ | Pistol 1, Melta, (Monsterbane) |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +5 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| M +5 points | Power Sword | Melee | +1 | 3+ | None |
| M +6 points | Power Axe | Melee | +2 | 4+ | None |
| M +8 points | Power Maul | Melee | +2 | 4+ | Concussion |
| M +14 points | Relic Blade | Melee | +3 | 2+ | None |
| M +16 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +28 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| M +57 points | Nemesis Thunderhammer | Melee | 10 | 1+ | Slow, Armourbane, Monsterbane, Psychicbane |
| SWM +8 points | Frost Axe | Melee | +2 | 2+ | Slow, Monsterbane |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |
| O | Orbital Strike | 12-240 | D/10 /8 | 1+/1+ /1+ | Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh , T Minus 5 , One Use Only |

| | | |
|--|--|---|
| Chaplain Chaplain | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 5 4 4 10 3+ | Points: 185 Composition: 1 Chaplain |
| Wargear Chaplain: Boltgun Bolt Pistol Croziium Arcanum Frag Grenades Krak Grenades Rosarius | Options May swap Boltgun for R May swap Croziium Arcanum for M May swap Bolt Pistol for P May swap Krak Grenades for G May take one B May take one C May take one H | Rules Chaplain: Independent Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Night Vision Objective Secured Shock Assault Canticle of Hate – 6” Aura, this model and target unit treat Rapid Fire # weapons as Assault # weapons. Zealot – This model may reroll all failed To Hit rolls on the Phase it Charged or was Charged. |
| Special Wargear: | Special Wargear Upgrades: B Terminator Armour +10 points B Jump Pack +20 points B Bike +34 points C Chief Chaplain +17 points H Omen of Potency +18 points H Litany of Intimidation +20 points H Litany of Faith +40 points H True Sight +50 points H Exhortation of Rage +60 points | M-2, W+1 , Lose P and G weapons, Lose Infantry, Objective Secured. Gain Monstrous Infantry, Steady, Deepstrike. M+6, Fly, Deepstrike M+6, T+1, W+1, gain a Stormbolter, gain Steed. W+1, A+1, may take one additional H, gain Unique. This model gains A+3 6” Aura, target unit takes Ld Tests on 3d6, discarding the lowest die. 6” Aura, target Unit gain 5+ Invulnerability Save. 6” Aura, this model and Target unit gain BS-1 (Improves by 1). 6” Aura, this model and target Unit gain A+1 and reroll 1s To Wound in Melee. |

| Selection | Name | Range | S | AP | Rules |
|-------------|-------------|-------|---|----|----------------------|
| R | Boltgun | 24 | 4 | 5+ | Rapid Fire 1, Bolter |
| R +3 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |

| | | | | | |
|--------------|-----------------------|-----------------------|----------------|-----------------|---|
| R +7 points | Combi Flamer | Flame Or 24 | 4 Or 4 | 5+ Or 5+ | Assault 1 Or Rapid Fire 1, Bolter |
| R +9 points | Combi Grav | 18 Or 24 | * Or 4 | - Or 5+ | Rapid Fire 1, Grav Or Rapid Fire 1, Bolter |
| R +9 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter |
| R +24 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| P +8 points | Grav Pistol | 12 | * | - | Pistol 1, Grav |
| P +8 points | Neo-Volkite Pistol | 12 | 5 | 4+ | Pistol 1, Beam |
| P +24 points | Inferno Pistol | 6 | 8 | 1+ | Pistol 1, Melta, (Monsterbane) |
| M | Crozium Arcanum | Melee And Flame | +2 And 5 | 4+ And 4+ | Concussion And Assault 1, One Use Only |
| M +3 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

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| Chaplain Dreadnought Chaplain Dreadnought | M WS BS S FA SA RA W I A Ld Sv 6 2+ 2+ 6 13 12 10 10 4 4 10 3+ | Points: 238 Composition: 1 Chaplain Dreadnought |
| Wargear Chaplain Dreadnought: 2 Dreadnought Missile Launchers Rosarius | Options May swap any Dreadnought Missile Launcher for M May take up to one of each E Blood Angels Chaplain Dreadnought may take one up one of each BAE | Rules Chaplain Dreadnought: Independent Character Vehicle Combat Walker Adjusted Tactics Bolter Discipline Know No Fear Night Vision Shock Assault Steady Canticle of Hate – 6” Aura, this model and target unit treat Rapid Fire # weapons as Assault # weapons. Zealot – This model may reroll all failed To Hit rolls on the Phase it Charged or was Charged. |
| Special Wargear: | Special Wargear Upgrades: C Chief Chaplain +6 points E Extra Armour +5 points E Smoke Launchers +10 points BAE Magna Grapple +2 points H Omen of Potency +18 points H Litany of Intimidation +20 points H Litany of Faith +40 points H True Sight +50 points H Exhortation of Rage +60 points | A+1, may take one additional H, gain Unique. This model ignores Models and Terrain when Moving, Advancing, Charging, or Falling Back This model gains A+3 6” Aura, target unit takes Ld Tests on 3d6, discarding the lowest die. 6” Aura, target Unit gain 5+ Invulnerability Save. 6” Aura, this model and Target unit gain BS-1 (Improves by 1). 6” Aura, this model and target Unit gain A+1 and reroll 1s To Wound in Melee. |

| Selection | Name | Range | S | AP | Rules |
|-----------|---------------------------------|----------------|--------------|----------------|--|
| M | Dreadnought Missile Launcher | 48 Or 48 | 8 Or 4 | 3+ Or 6+ | Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3” Blast, Hull, Primary |

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|--------------|--|-----------------|----------|-----------|---|
| M +1 point | Inferno Cannon | Flame | 6 | 3+ | Assault 1, Hull, Primary |
| M +2 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Hull, Primary |
| M +5 points | Assault Cannon | 36 | 6 | 4+ | Assault 6, Rending, Hull, Primary |
| M +11 points | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Hull, Primary |
| M +12 points | Dreadnought Combat Weapon and Stormbolter | Melee And 24 | X2 And 4 | 2+ And 5+ | Slow, Monsterbane, Primary And Rapid Fire 2, Bolter, Hull |
| M +14 points | Dreadnought Combat Weapon and Heavy Flamer | Melee And Flame | X2 And 5 | 2+ And 4+ | Slow, Monsterbane, Primary And Assault 1, Hull |
| M +28 points | Heavy Plasma Cannon | 48 | 8 | 2+ | Heavy 1, 5" Blast, Monsterbane, Hull, Primary |

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|---|---|---|
| Command Land Raider Land Raider | M WS BS S FA SA RA W I A Ld Sv 6 4+ 2+ 8 14 14 14 16 1 6 10 3+ | Points: 403 Composition: 1 Land Raider |
| Wargear Land Raider: Grav Cannon 2 Sets of 2 Linked Lascannons | Options May swap 2 Linked Heavy Bolters for T May swap 2 Hurricane Bolters for S May take one D May take one M May take one P1 May take one P2 May take up to one of each E | Rules Land Raider: Independent Character Vehicle Tank Bolter Discipline Know No Fear Night Vision Shock Assault Tactical Authority – 18" Aura, this model and target Unit gains Counterattack. Transport 10 – Access Front, Assault Ramps. |
| Special Wargear: | Special Wargear Upgrades: E Extra Armour +5 points E Frag Launchers +10 points E Smoke Launchers +10 points | 6" Aura, this model and target unit count as being armed with Grenades for the purposes of Charging. |

| Selection | Name | Range | S | AP | Rules |
|-----------|-------------|-------|---|----|--|
| T | Grav Cannon | 30 | * | - | Heavy 1, 3" Blast, Grav, Hull, Primary |

| | | | | | |
|---------------|-------------------------------|----------------|--------------|----------------|---|
| S | 2 Sets of 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2 (x2), Monsterbane, Sponson |
| D +9 points | Dozerblade | Melee | +1 | 6+ | Accurate, Dozerblade |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P1 +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |
| P2 +13 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter |

| | | |
|---|--|--|
| Command Rhino Rhino | M WS BS S FA SA RA W I A Ld Sv 12 4+ 2+ 6 11 11 10 10 1 3 10 3+ | Points: 330 Composition: 1 Rhino |
| Wargear Rhino: 2 Linked Plasma Guns Orbital Strike | Options May take one D May take one M May take one P May take up to one of each E | Rules Rhino: Independent Character Vehicle Tank Bolter Discipline Know No Fear Night Vision Shock Assault Repair Servo Skulls – Repair 1 Wound on Target Vehicle within 12". Roll a d6, on a 5+, restore a Weapon Disabled, Destroyed, Crew Stun, or Immobilize secondary result. Targeting Skulls – 12" Aura, this model and target Unit may Overwatch at full BS instead of the usual Snapshots. Templates still perform Snapshots for number of dice but use BS To Hit. Transport 6 – Access Sides and Rear. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like normal, following the 15" Blast radius rules. |

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| | | T Minus 5 – The weapon may not be fired Turn 1. The weapon cannot be destroyed or Disabled. If the weapon is marked on the field and the carrier is destroyed, the Orbital Strike still hits in your Command Phase. |
| Special Wargear: | Special Wargear Upgrades: E Extra Armour +5 points E Smoke Launchers +10 points | |

| Selection | Name | Range | S | AP | Rules |
|-------------|-----------------------|--------|------------|--------------|---|
| T | 2 Linked Plasma Guns | 24 | 7 | 2+ | Rapid Fire 1 x2, Gets Hot!, Turret, Primary |
| O | Orbital Strike | 12-240 | D/10 /8 | 1+/1+ /1+ | Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh , T Minus 5 , One Use Only, Turret |
| D +9 points | Dozerblade | Melee | +1 | 6+ | Accurate, Dozerblade |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |

| | | |
|---|--|--|
| Librarian Librarian | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 5 4 4 10 3+ | Points: 192 Composition: 1 Librarian |
| Wargear Librarian: Boltgun Bolt Pistol Force Sword Frag Grenades Krak Grenades Iron Halo Psychic Hood | Options May swap Boltgun for R May swap Force Sword for M May take up to one S for each level in Psychic Mastery May take one B May take one C | Rules Librarian: Independent Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Night Vision Objective Secured Psychic Mastery 2 Shock Assault |
| Special Wargear: Psychic Hood – Gain +1 to Deny the Witch | Special Wargear Upgrades: B Terminator Armour +10 points | M-2, W+1, Lose P and G weapons, Lose Infantry, Objective Secured. Gain |

| | | |
|--|------------------------------|--|
| | C Chief Librarian +72 points | Monstrous Infantry, Steady, Deepstrike. W+1, A+1, gain Psychic Mastery +1, may Deny the Witch twice per Psychic Phase, gain Unique. |
|--|------------------------------|--|

| Selection | Name | Range | S | AP | Rules |
|--------------|-----------------------------|-------------------|--------------|----------------|---|
| R | Boltgun | 24 | 4 | 5+ | Rapid Fire 1, Bolter |
| R +2 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| R +6 points | Combi Flamer | Flame Or 24 | 4 Or 4 | 5+ Or 5+ | Assault 1 Or Rapid Fire 1, Bolter |
| R +8 points | Combi Grav | 18 Or 24 | * Or 4 | - Or 5+ | Rapid Fire 1, Grav Or Rapid Fire 1, Bolter |
| R +8 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter |
| R +23 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| M | Force Sword | Melee | User | 3+ | Psychic Bane |
| M +4 points | Force Axe | Melee | +2 | 4+ | Psychic Bane |
| M +8 points | Force Stave | Melee | +2 | 4+ | Psychic Bane, Counterattack |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| S +10 points | Cause Misfortune Cast 7+ | 18 | - | - | Target unit gains Rending on all Ranged and Melee Attacks until your next Psychic Phase |
| S +10 points | Forewarning Cast 6+ | 18 | - | - | Target unit gains 4+ Cover Save until your next Psychic Phase |
| S +15 points | Bolster Cast 6+ | 18 | - | - | Target unit counts as having not Moved for the purposes of Shooting until your next Psychic Phase |
| S +20 points | Enfeeble Cast 8+ | 18 | - | - | Target unit suffers T-1 until your next Psychic Phase |
| S +20 points | Endurance Cast 7+ | 18 | - | - | Target unit gains T+1 until your next Psychic Phase |
| S +22 points | Melting Beam Cast 7+ | 18 | 8 | 1+ | Assault 1, Armourbane, Beam |

| | | |
|---|--|---|
| Librarian Dreadnought Librarian Dreadnought | M WS BS S FA SA RA W I A Ld Sv 6 2+ 2+ 6 13 12 10 10 4 4 10 3+ | Points: 279 Composition: 1 Librarian Dreadnought |
| Wargear Librarian Dreadnought: Dreadnought Combat Weapon and Stormbolter Furioso Force Halberd Iron Halo Psychic Hood | Options May swap Dreadnought Combat Weapon and Stormbolter for M May take up to one S for each Psychic Mastery Level May take one C May take up to one of each E Blood Angels Librarian Dreadnought may take one up one of each BAE | Rules Librarian Dreadnought: Independent Character Vehicle Combat Walker Adjusted Tactics Bolter Discipline Know No Fear Night Vision Psychic Mastery Level 2 Shock Assault Steady |
| Special Wargear: Psychic Hood – Gain +1 to Deny the Witch | Special Wargear Upgrades: E Extra Armour +5 points E Smoke Launchers +10 points BAE Magna Grapple +2 points C Chief Librarian +61 points | This model ignores Models and Terrain when Moving, Advancing, Charging, or Falling Back A+1, gain Psychic Mastery +1, may Deny the Witch twice per Psychic Phase, gain Unique. |

| Selection | Name | Range | S | AP | Rules |
|--------------|---|-----------------------|----------------|-----------------|---|
| H | Dreadnought Combat Weapon and Stormbolter | Melee And 24 | X2 And 4 | 2+ And 5+ | Slow, Monsterbane, Primary And Rapid Fire 2, Bolter, Hull |
| H +2 points | Dreadnought Combat Weapon and Heavy Flamer | Melee And Flame | X2 And 5 | 2+ And 4+ | Slow, Monsterbane, Primary And Assault 1, Hull |
| H +12 points | Dreadnought Combat Weapon and Meltagun | Melee And 12 | X2 And 8 | 2+ And 1+ | Slow, Monsterbane, Primary And Assault 1, Melta, (Monsterbane), Hull |
| M | Furioso Force Halberd | Melee | +3 | 2+ | Psychic Bane, Primary |
| S +10 points | Cause Misfortune Cast 7+ | 18 | - | - | Target unit gains Rending on all Ranged and Melee Attacks until your next Psychic Phase |

| | | | | | |
|--------------|-------------------------|----|---|----|---|
| S +10 points | Forewarning Cast 6+ | 18 | - | - | Target unit gains 4+ Cover Save until your next Psychic Phase |
| S +15 points | Bolster Cast 6+ | 18 | - | - | Target unit counts as having not Moved for the purposes of Shooting until your next Psychic Phase |
| S +20 points | Enfeeble Cast 8+ | 18 | - | - | Target unit suffers T-1 until your next Psychic Phase |
| S +20 points | Endurance Cast 7+ | 18 | - | - | Target unit gains T+1 until your next Psychic Phase |
| S +22 points | Melting Beam Cast 7+ | 18 | 8 | 1+ | Assault 1, Armourbane, Beam |

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| Primaris Captain Captain | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 6 4 5 10 3+ | Points: 217 Composition: 1 Captain |
| Wargear Captain: Stormbolter Bolt Pistol Combat Knife Frag Grenades Krak Grenades Iron Halo | Options May swap Stormbolter for R May swap Bolt Pistol for P May swap Combat Knife for M May swap Krak Grenades for G May take one A May take one B May take one C | Rules Captain: Independent Character Monstrous Infantry Bolter Discipline Know No Fear Transhuman Physiology Night Vision Shock Assault Stubborn Very Bulky Battle Drills – 6" Aura, this model and target unit may Reroll 1s To Hit. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like normal, following the 15" Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. If the weapon is marked on the field and the carrier is destroyed, the Orbital Strike still hits in your Command Phase. |
| Special Wargear: | Special Wargear Upgrades: A Stormshield +12 points B Camo Cloak +8 points | Infiltrate, Stealth |

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| | B Terminator Armour +9 points B Jump Pack +20 points C Chapter Master +140 points | M-2, W+1. Gain Monstrous Infantry, Deepstrike, Steady, Very Bulky. Lose Infantry, Grenades. M+6. Gain Deepstrike, Flying. W+1, A+1, gain Orbital Strike, gain Unique. |
|--|---|--|

| Selection | Name | Range | S | AP | Rules |
|--------------|-------------------------------|-------------------|--------------|----------------|---|
| R | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| R +0 points | Boltstorm Gauntlet | 18 | 4 | 5+ | Assault 3 |
| R +2 points | Mastercrafted Auto Bolt Rifle | 24 | 5 | 5+ | Assault 3 |
| R +4 points | Combi Flamer | Flame Or 24 | 4 Or 4 | 5+ Or 5+ | Assault 1 Or Rapid Fire 1, Bolter |
| R +6 points | Combi Grav | 18 Or 24 | * Or 4 | - Or 5+ | Rapid Fire 1, Grav Or Rapid Fire 1, Bolter |
| R +6 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter |
| R +7 points | Mastercrafted Bolt Carbine | 36 | 5 | 3+ | Heavy 2, Sniper (3+) |
| R +11 points | Stalker Bolt Rifle | 36 | 4 | 4+ | Heavy 2, Sniper (3+) |
| R +21 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| P +8 points | Grav Pistol | 12 | * | - | Pistol 1, Grav |
| P +8 points | Neo-Volkite Pistol | 12 | 5 | 4+ | Pistol 1, Beam |
| P +24 points | Inferno Pistol | 6 | 8 | 1+ | Pistol 1, Melta, (Monsterbane) |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +5 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| M +5 points | Power Sword | Melee | +1 | 3+ | None |
| M +16 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +28 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |

| | | | | | |
|-------------|----------------|--------|------------|--------------|---|
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |
| O | Orbital Strike | 12-240 | D/10 /8 | 1+/1+ /1+ | Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh , T Minus 5 , One Use Only |

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|--|--|---|
| Primaris Chaplain Chaplain | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 5 4 5 10 3+ | Points: 200 Composition: 1 Chaplain |
| Wargear Chaplain: Absolver Bolt Pistol Croziurn Arcanum Frag Grenades Krak Grenades Rosarius | Options May take one SM or R Black Templar Primaris Chaplain may swap Absolver Bolt Pistol for BTP May swap Krak Grenades for G May take one A May take one B May take one C May take one H | Rules Chaplain: Independent Character Infantry Bolter Discipline Know No Fear Transhuman Physiology Bulky Night Vision Shock Assault Stubborn Canticle of Hate – 6" Aura, this model and target unit treat Rapid Fire # weapons as Assault # weapons. Zealot – This model may reroll all failed To Hit rolls on the Phase it Charged or was Charged. Devastating Charge – This model gains A+1 on the Phase it counts as Charging if equipped with Bike. |
| Special Wargear: | Special Wargear Upgrades: A Stormshield +12 points B Terminator Armor +14 points B Jump Pack +20 points B Bike +41 points C Chief Chaplain +17 points H Omen of Potency +18 points | M-2, W+1. Gain Deepstrike, Steady, Very Bulky. Lose Very Bulky, Grenades. M+6. Gain Deepstrike, Fly. Sv-1 (Improves by 1). M+6, T+1, W+1, gain 2 Linked Bolt Rifles, gain Stead, Devastating Charge. W+1, A+1, may take one additional H, gain Unique. |

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| | H Litany of Intimidation +20 points H Litany of Faith +40 points H True Sight +50 points H Exhortation of Rage +60 points | This model gains A+3 6" Aura, target unit takes Ld Tests on 3d6, discarding the lowest die. 6" Aura, target Unit gain 5+ Invulnerability Save. 6" Aura, this model and Target unit gain BS-1 (Improves by 1). 6" Aura, this model and target Unit gain A+1 and reroll 1s To Wound in Melee. |
|--|--|---|

| Selection | Name | Range | S | AP | Rules |
|----------------------|----------------------|----------------------|---------------|----------------|--|
| P | Absolver Bolt Pistol | 18 | 5 | 5+ | Pistol 1 |
| BTP +3 points | Pyre Pistol | Flame | 3 | 4+ | Pistol 1 |
| M | Croziium Arcanum | Melee Or Flame | +2 Or 5 | 4+ Or 4+ | Concussion Or Assault 1, One Use Only |
| R +5 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| SM +6 points | Power Sword | Melee | +1 | 3+ | None |
| SM +16 points | Powerfist | Melee | X2 | 2+ | Slow, Monsterbane |
| R (Part of Bike) | 2 Linked Bolt Rifles | 30 | 4 | 4+ | Rapid Fire 1 x2, Bolter |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

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|--|--|---|
| Primaris Librarian Librarian | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 6 4 5 10 3+ | Points: 215 Composition: 1 Librarian |
| Wargear Librarian: Bolt Pistol Force Sword Frag Grenades Krak Grenades Iron Halo Psychic Hood | Options May swap Bolt Pistol for R May swap Force Sword for M May swap Krak Grenades for G May take one S for each Psychic Mastery Level May take one B May take one C | Rules Librarian: Independent Character Monstrous Infantry Know No Fear Transhuman Physiology Night Vision Psychic Mastery Level 2 Shock Assault Stubborn Very Bulky |
| Special Wargear: | Special Wargear Upgrades: B Camo Cloak +8 points | Infiltrate, Stealth |

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| Psychic Hood – Gain +1 to Deny the Witch | B Terminator Armour +4 points C Chief Librarian +71 points | M-2, W+1. Gain Monstrous Infantry, Deepstrike, Steady, Very Bulky. Lose Infantry, Grenades. W+1, A+1, gain Psychic Mastery +1, may Deny the Witch twice per Psychic Phase, gain Unique. |
|--|---|--|

| Selection | Name | Range | S | AP | Rules |
|--------------|-----------------------------|----------------|--------------|----------------|---|
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| R +3 points | Storm Bolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| R +24 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter |
| M | Force Sword | Melee | User | 3+ | Psychic Bane |
| M +8 points | Force Stave | Melee | +2 | 4+ | Psychic Bane, Counterattack |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |
| S +10 points | Cause Misfortune Cast 7+ | 18 | - | - | Target unit gains Rending on all Ranged and Melee Attacks until your next Psychic Phase |
| S +10 points | Forewarning Cast 6+ | 18 | - | - | Target unit gains 4+ Cover Save until your next Psychic Phase |
| S +15 points | Bolster Cast 6+ | 18 | - | - | Target unit counts as having not Moved for the purposes of Shooting until your next Psychic Phase |
| S +20 points | Enfeeble Cast 8+ | 18 | - | - | Target unit suffers T-1 until your next Psychic Phase |
| S +20 points | Endurance Cast 7+ | 18 | - | - | Target unit gains T+1 until your next Psychic Phase |
| S +22 points | Melting Beam Cast 7+ | 18 | 8 | 1+ | Assault 1, Armourbane, Beam |

Advisors 0-3/Troop Slot Purchased

Generic

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|---|---|--|
| Apothecary Apothecary | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 4 4 3 9 3+ | Points: 123 Composition: 1 Apothecary |
| Wargear Apothecary: Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May swap Combat Knife for M May take one B May take one C | Rules Apothecary: Independent Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Night Vision Objective Secured Shock Assault Apothecary – 6” Aura, this model and target unit gain 5+ Feel No Pain. |
| Special Wargear: | Special Wargear Upgrades: B Bike +34 points B Terminator +23 points C Chief Apothecary +42 points | M+6, T+1, W+1, gain a Stormbolter, gain Steed. M-2, W+1, Lose P and G weapons, Gain a Stormbolter, Lose Infantry, Objective Secured. Gain Monstrous Infantry, Steady, Deepstrike, 5+ Invulnerability Save. W+1, A+1, 6” Aura – This model and target unit may reroll 1s for Feel No Pain. Gain Unique. |

| Selection | Name | Range | S | AP | Rules |
|------------------------|---------------|-------|------|----|----------------------|
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +16 points | Powerfist | Melee | X2 | 2+ | Slow, Monsterbane |
| R (Bike or Terminator) | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3” Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |

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|---|---|--|
| Company Ancient Ancient | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 4 4 3 10 3+ | Points: 146 Composition: 1 Ancient |
| Wargear Ancient: Boltgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades Company Standard | Options May swap Boltgun for R May swap Bolt Pistol for P May swap Combat Knife for M Deathwatch Ancient may swap Combat Knife for DWM Space Wolf Ancient may swap Combat Knife for SWM May take one B May take one C | Rules Ancient: Independent Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Night Vision Objective Secured Shock Assault |
| Special Wargear: | Special Wargear Upgrades: B Bike +34 points B Terminator +10 points C Chapter Ancient +42 points | M+6, T+1, W+1, gain a Stormbolter, gain Steed. M-2, W+1, Lose P and G weapons, Gain a Stormbolter, Lose Infantry, Objective Secured. Gain Monstrous Infantry, Steady, Deepstrike, 5+ Invulnerability Save. W+1, A+1, 6" Aura – this model and target unit may make an Immediate Free Shooting Phase against any unit that just arrived from Reserves that is in range. |

| Selection | Name | Range | S | AP | Rules |
|--------------|--------------|-------------------|--------------|----------------|---|
| R | Boltgun | 24 | 4 | 5+ | Rapid Fire 1, Bolter |
| R +2 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| R +6 points | Combi Flamer | Flame Or 24 | 4 Or 4 | 5+ Or 5+ | Assault 1 Or Rapid Fire 1, Bolter |
| R +8 points | Combi Grav | 18 Or 24 | * Or 4 | - Or 5+ | Rapid Fire 1, Grav Or Rapid Fire 1, Bolter |
| R +8 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter |
| R +23 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |

| | | | | | |
|----------------|-----------------------|-------------------|---------------|----------------|---|
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| P +8 points | Grav Pistol | 12 | * | - | Pistol 1, Grav |
| P +8 points | Neo-Volkite Pistol | 12 | 5 | 4+ | Pistol 1, Beam |
| P +24 points | Inferno Pistol | 6 | 8 | 1+ | Pistol 1, Melta, (Monsterbane) |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +5 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| M +5 points | Power Sword | Melee | +1 | 3+ | None |
| M +6 points | Power Axe | Melee | +2 | 4+ | None |
| M +8 points | Power Maul | Melee | +2 | 4+ | Concussion |
| M +14 points | Relic Blade | Melee | +3 | 2+ | None |
| M +16 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +28 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| M +57 points | Nemesis Thunderhammer | Melee | 10 | 1+ | Slow, Armourbane, Monsterbane, Psychicbane |
| DWM +7 points | Xenophase Blade | Melee | +1 | 3+ | Ignore Invulnerability Saves |
| DWM +16 points | Guardian Spear | Melee Or 24 | +1 Or 4 | 2+ Or 5+ | Counterattack Or Rapid Fire 1, Bolter |
| SWM +8 points | Frost Axe | Melee | +2 | 2+ | Slow, Monsterbane |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |

| | | |
|---|--|--|
| Company Champion Champion | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 4 6 4 9 3+ | Points: 167 Composition: 1 Champion |
| Wargear Champion: Relic Blade Bolt Pistol Frag Grenades Krak Grenades Refractor Field | Options May swap Relic Blade for M May swap Bolt Pistol for P May take one B May take one C | Rules Champion: Independent Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Bodyguard Counterattack Night Vision Objective Secured Shock Assault Glory Hunter – This model may choose the target of its Challenge. The target may not deny the Challenge. |
| Special Wargear: | Special Wargear Upgrades: | |

| | | |
|--|--|---|
| | B Bike +34 points C Chapter Champion +34 points | M+6, T+1, W+1, gain a Stormbolter, gain Steed. W+1, I+1, A+1, Reroll all failed To Hit and To Wound rolls. Gain Unique. |
|--|--|---|

| Selection | Name | Range | S | AP | Rules |
|--------------|-----------------------|----------------|--------------|----------------|--|
| M | Relic Blade | Melee | +2 | 2+ | None |
| M +17 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +4 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| P +17 points | Disintegration Pistol | 6 | 5 | 1+ | Pistol 1, Armourbane, Monsterbane |
| P +19 points | Combi Disintegrator | 18 Or 24 | 5 Or 4 | 1+ Or 5+ | Rapid Fire 1, Armourbane, Monsterbane Or Rapid Fire 1, Bolter |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |

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|--|--|--|
| Judicar Judicar | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 4 4 9 3+ | Points: 202 Composition: 1 Judicar |
| Wargear Judicar: Absolver Bolt Pistol Relic Blade Frag Grenades Krak Grenades | Options | Rules Judicar: Independent Character Infantry Know No Fear Transhuman Physiology Bodyguard Night Vision Shock Assault Stubborn Blade Parry – This model has a 4+ Invulnerability Save against Melee attacks. Chaplain Bodyguard – 6" Aura, target unit suffers from Slow. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|----------------------|-------|----|----|---------------------|
| P | Absolver Bolt Pistol | 18 | 5 | 5+ | Pistol 1 |
| M | Relic Blade | Melee | +2 | 2+ | None |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |

| | | | | | |
|---|---------------|---|---|----|---------------------|
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
|---|---------------|---|---|----|---------------------|

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|--|---|---|
| Primaris Apothecary Apothecary | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 4 4 4 9 3+ | Points: 156 Composition: 1 Apothecary |
| Wargear Apothecary: Reductor Combat Knife Frag Grenades Krak Grenades | Options May take one P May swap Combat Knife for M May take one C | Rules Apothecary: Independent Character Infantry Know No Fear Transhuman Physiology Night Vision Shock Assault Stubborn Bulky Apothecary – This model and target unit gain +1 to their Feel No Pain no better than 4+. |
| Special Wargear: | Special Wargear Upgrades: C Chief Apothecary +42 points | W+1, A+1, 6" Aura – This model and target unit may reroll 1s for Feel No Pain. Gain Unique. |

| Selection | Name | Range | S | AP | Rules |
|-------------|-----------------|-------|------|----|---------------------|
| OP | Reductor | 6 | 4 | 2+ | Pistol 1 |
| P +8 points | Absolver Pistol | 18 | 5 | 5+ | Pistol 1 |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |

| | | |
|--|---|---|
| Primaris Company Ancient Champion | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 4 4 4 10 3+ | Points: 167 Composition: 1 Ancient |
| Wargear Ancient: Bolt Rifle Bolt Pistol Combat Knife Frag Grenades Krak Grenades Company Standard | Options May swap Combat Knife for M May take one C | Rules Ancient: Independent Character Infantry Bolter Discipline Know No Fear Transhuman Physiology Night Vision Shock Assault Stubborn |
| Special Wargear: | Special Wargear Upgrades: | |

| | | |
|--|------------------------------|---|
| | C Chapter Ancient +42 points | W+1, A+1, 6" Aura – this model and target unit may make an Immediate Free Shooting Phase against any unit that just arrived from Reserves that is in range. |
|--|------------------------------|---|

| Selection | Name | Range | S | AP | Rules |
|-------------|---------------|-------|------|----|----------------------|
| R | Bolt Rifle | 30 | 4 | 4+ | Rapid Fire 1, Bolter |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +5 points | Power Sword | Melee | +1 | 3+ | None |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |

| | | |
|---|---|---|
| Primaris Company Champion Champion | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 4 6 5 9 3+ | Points: 185 Composition: 1 Champion |
| Wargear Champion: Relic Blade Bolt Pistol Frag Grenades Krak Grenades Refractor Field | Options May swap Relic Blade for M May swap Bolt Pistol for P May take one R or H May take one C | Rules Champion: Independent Character Infantry Bolter Discipline Know No Fear Transhuman Physiology Bodyguard Counterattack Night Vision Shock Assault Stubborn Bulky Glory Hunter – This model may choose the target of its Challenge. The target may not deny the Challenge. |
| Special Wargear: | Special Wargear Upgrades: C Chapter Champion +34 points | W+1, I+1, A+1, Reroll all failed To Hit and To Wound rolls. Gain Unique. |

| Selection | Name | Range | S | AP | Rules |
|--------------|---------------|-------|----|----|---------------------|
| M | Relic Blade | Melee | +2 | 2+ | None |
| M +17 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |

| | | | | | |
|--------------|--------------------------|----|---|----|----------------------|
| R +9 points | Mastercraft Bolt Rifle | 30 | 5 | 3+ | Rapid Fire 1, Bolter |
| H +16 points | Mastercraft Heavy Bolter | 36 | 6 | 3+ | Heavy 3 |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |

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|--|--|--|
| Primaris Lieutenant Lieutenant | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 4 4 4 9 3+ | Points: 162 Composition: 1 Lieutenant |
| Wargear Lieutenant: Mastercrafted Auto Bolt Rifle Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May swap Mastercrafted Auto Bolt Rifle for R or A May swap Bolt Pistol for P May swap Combat Knife for M May swap Krak Grenades for G May take one B | Rules Lieutenant: Independent Character Infantry Bolter Discipline Know No Fear Transhuman Physiology Night Vision Shock Assault Stubborn Bulky Hand to Hand Drills – 6" Aura, this model and target unit may Reroll 1s To Wound. |
| Special Wargear: | Special Wargear Upgrades: A Stormshield +15 points B Reiver Armour +4 points | Deepstrike |

| Selection | Name | Range | S | AP | Rules |
|--------------|----------------------------------|-------------------|--------------|----------------|---|
| R | Mastercrafted Auto Bolt Rifle | 24 | 5 | 5+ | Assault 3 |
| R +2 points | Mastercrafted Bolt Rifle | 30 | 5 | 3+ | Rapid Fire 1, Bolter |
| R +4 points | Bolt Rifle Combi Flamer | Flame Or 30 | 4 Or 4 | 5+ Or 4+ | Assault 1 Or Rapid Fire 1, Bolter |
| R +6 points | Bolt Rifle Combi Grav | 18 Or 30 | * Or 4 | - Or 4+ | Rapid Fire 1, Grav Or Rapid Fire 1, Bolter |
| R +6 points | Bolt Rifle Combi Plasma | 24 Or 30 | 7 Or 4 | 2+ Or 4+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter |
| R +15 points | Mastercrafted Stalker Bolt Rifle | 36 | 5 | 3+ | Heavy 2, Sniper (3+) |

| | | | | | |
|--------------|---------------------------|----------------|--------------|----------------|---|
| R +21 points | Bolt Rifle Combi Melta | 12 Or 30 | 8 Or 4 | 1+ Or 4+ | Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +1 point | Heavy Bolt Pistol | 18 | 4 | 4+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| P +8 points | Neo-Volkite Pistol | 12 | 5 | 4+ | Pistol 1, Beam |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +5 points | Power Sword | Melee | +1 | 3+ | None |
| M +8 points | Power Axe | Melee | +2 | 4+ | None |
| M +16 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

| | | |
|---|---|---|
| Primaris Techmarine Techmarine Servitor | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 4 4 9 3+ 6 4+ 4+ 3 4 1 3 1 8 4+ | Points: 149 Composition: 1 Techmarine 0-9 Servitors |
| Wargear Techmarine: Heavy Bolter Grav Pistol Ommissionian Axe Servo Arm Servitor: Servo Arm | Options May swap Krak Grenades for G May take one C May take up to 9 Servitors for +24 points each Any Servitor may swap Servo Arm for H | Rules Techmarine: Independent Character Infantry Transhuman Physiology Know No Fear Bulky Night Vision Shock Assault Stubborn Awaken the Machine – 6" Aura, target Vehicle unit gains BS-1 (Improves by 1). Repair – Repair 1 Wound on Target Vehicle. Roll a d6, on a 5+, restore a Weapon Disabled, Destroyed, Crew Stun, or Immobilize secondary result. Servitor: Infantry Adjusted Tactics Know No Fear Night Vision Steady Lobotomized – 5+ Feel No Pain |

| | | |
|---|--|---|
| Special Wargear: Servo Arm – gain +1 To Repair rolls. | Special Wargear Upgrades: C Master of the Forge +34 points | W+1, A+1, Gain Repair D3 Wounds. May use both versions of Repair on the same target, gain Unique. |
|---|--|---|

| Selection | Name | Range | S | AP | Rules |
|--------------|---------------|-------|----|----|---|
| OH | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| OP | Grav Pistol | 12 | * | - | Pistol 1, Grav |
| OM | Omnissian Axe | Melee | +3 | 5+ | None |
| M | Servo Arm | Melee | X2 | 2+ | Slow, Monsterbane, Auxiliary, Servo Arm |
| H +8 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| H +13 points | Plasma Cannon | 36 | 7 | 2+ | Heavy 1, 3" Blast, Gets Hot! |
| H +26 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane) |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Nonblast |

| | | |
|---|---|--|
| Techmarine Techmarine Servitor | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 4 3 9 3+ 6 4+ 4+ 3 4 1 3 1 8 4+ | Points: 144 Composition: 1 Techmarine 0-9 Servitors |
| Wargear Techmarine: Missile Launcher Flamer Plasma Pistol Bolt Pistol Omnissian Axe Servo Arm Frag Grenades Krak Grenades Servitor: Servo Arm | Options May swap Krak Grenades for G May take one B May take one C May take up to 9 Servitors for +24 points each Any Servitor may swap Servo Arm for H | Rules Techmarine: Independent Character Infantry Bolter Discipline Know No Fear Night Vision Objective Secured Shock Assault Awaken the Machine – 6" Aura, target Vehicle unit gains BS-1 (Improves by 1). Repair – Repair 1 Wound on Target Vehicle. Roll a d6, on a 5+, restore a Weapon Disabled, Destroyed, Crew Stun, or Immobilize secondary result. Servitor: Infantry Adjusted Tactics Know No Fear Night Vision |

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|---|---|---|
| | | Steady Lobotomized – 5+ Feel No Pain |
| Special Wargear: Servo Arm – gain +1 To Repair rolls. | Special Wargear Upgrades: B Bike +34 points C Master of the Forge +34 points | M+6, T+1, W+1, gain a Stormbolter, gain Steed. W+1, A+1, Gain Repair D3 Wounds. May use both versions of Repair on the same target, gain Unique. |

| Selection | Name | Range | S | AP | Rules |
|------------------|------------------|----------------|--------------|----------------|---|
| OH | Missile Launcher | 48 Or 48 | 8 Or 4 | 3+ Or 6+ | Heavy 1, Monsterbane Or Heavy 1, 3" Blast |
| OS | Flamer | Flame | 4 | 5+ | Assault 1 |
| OP | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| OP | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| OM | Omnissian Axe | Melee | +3 | 5+ | None |
| M | Servo Arm | Melee | X2 | 2+ | Slow, Monsterbane, Auxiliary, Servo Arm |
| H +8 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| H +13 points | Plasma Cannon | 36 | 7 | 2+ | Heavy 1, 3" Blast, Gets Hot! |
| H +26 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane) |
| R (part of Bike) | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Nonblast |

Unique

| | | |
|--|---|--|
| Cypher Cypher | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 6 8 4 10 3+ | Points: 195 Composition: 1 Cypher |
| Wargear Cypher: Cypher's Pistols Frag Grenades Krak Grenades Cypher's Sword | Options | Rules Cypher: Independent Character Infantry Unique Know No Fear Fleet Hit and Run Night Vision Objective Secured Shock Assault Shroud Blazing Weapons – This model may Shoot before or after Advancing and performs Overwatch on its BS instead of Snap Shots. Mysterious Protection – This model has a 4+ Invulnerability Save. |
| Special Wargear: Cypher's Sword – Cypher must always attempt to Hit and Run. | Special Wargear Upgrades: B Bike +34 points C Master of the Forge +34 points | M+6, T+1, W+1, gain a Stormbolter, gain Steed. W+1, A+1, Gain Repair D3 Wounds. May use both versions of Repair on the same target, gain Unique. |

| Selection | Name | Range | S | AP | Rules |
|-----------|------------------|-----------------|---------------|-----------------|-----------------------------|
| P | Cypher's Pistols | 12 And 12 | 7 And 4 | 2+ And 5+ | Pistol 2 And Pistol 2 |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |

Troops 2-6 Slots

Infantry

| | | |
|--|---|---|
| Assault Intercessor Squad Sergeant Marine | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 4 3 9 3+ 6 3+ 3+ 4 4 2 4 2 8 3+ | Points: 219 Composition: 1 Sergeant 4-9 Marines |
| Wargear Sergeant: Heavy Bolt Pistol Combat Knife Frag Grenades Krak Grenades Marine: Heavy Bolt Pistol Chainsword Frag Grenades Krak Grenades | Options May take up to 5 more Marines for +42 points each Sergeant may swap Bolt Pistol for P Sergeant may swap Combat Knife for M Sergeant may swap Krak Grenades for G The entire unit may take one B | Rules Sergeant: Character Infantry Know No Fear Transhuman Physiology Bulky Night Vision Shock Assault Stubborn Marine: Infantry Know No Fear Transhuman Physiology Bulky Night Vision Shock Assault Stubborn |
| Special Wargear: | Special Wargear Upgrades: B Jump Packs +10 points per model | M+6. Gain Deepstrike, Flying. |

| Selection | Name | Range | S | AP | Rules |
|--------------|-------------------|-------|------|----|--|
| P | Heavy Bolt Pistol | 18 | 4 | 4+ | Pistol 1 |
| P +1 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +5 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

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|--|--|---|
| Incursor Squad Sergeant Marine | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 4 3 9 3+ 6 3+ 3+ 4 4 2 4 2 8 3+ | Points: 269 Composition: 1 Sergeant 4-9 Marines |
| Wargear Sergeant: Auto Bolt Rifle Bolt Pistol Chainsword Frag Grenades Krak Grenades Marine: Auto Bolt Rifle Bolt Pistol Dual Combat Blades Frag Grenades Krak Grenades | Options May take up to 5 more Marines for +53 points each Sergeant may swap Bolt Pistol for P Sergeant may swap Chainsword for OM Sergeant may swap Krak Grenades for G The entire Squad can swap their Frag and Krak Grenades for the same SG | Rules Sergeant: Character Infantry Know No Fear Transhuman Physiology Bulky Infiltrate Night Vision Shock Assault Stubborn Advanced Scanners – This model ignores Cover Saves when making Ranged Attacks. Marine: Infantry Know No Fear Transhuman Physiology Bulky Infiltrate Night Vision Shock Assault Stubborn Advanced Scanners – This model ignores Cover Saves when making Ranged Attacks. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|---------------|--------------------|-------|------|----|---------------------|
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| OM | Chainsword | Melee | User | 6+ | Rending |
| OM +1 points | Dual Combat Blades | Melee | User | 5+ | Extra Attack 1 |
| OM +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| OM +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| R | Auto Bolt Rifle | 24 | 4 | 6+ | Assault 3 |
| M | Dual Combat Blades | Melee | User | 5+ | Extra Attack 1 |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |

| | | | | | |
|------------------------|---------------|---|---|----|--|
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |
| SG +2 points per model | Haywire Mines | 6 | 3 | 3+ | Grenade 1, Haywire (2+), Nonblast |

| | | |
|--|---|---|
| Infiltrator Squad Sergeant Marine | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 4 3 9 3+ 6 3+ 3+ 4 4 2 4 2 8 3+ | Points: 254 Composition: 1 Sergeant 4-9 Marines |
| Wargear Sergeant: Auto Bolt Rifle Bolt Pistol Combat Knife Frag Grenades Krak Grenades Omni Scramblers Marine: Auto Bolt Rifle Bolt Pistol Combat Knife Frag Grenades Krak Grenades Omni Scramblers | Options May take up to 5 more Marines for +50 points each Sergeant may swap Bolt Pistol for P Sergeant may swap Chainsword for OM Sergeant may swap Krak Grenades for G Sergeant may take up to one of each OE The entire Squad can take up to one of each E | Rules Sergeant: Character Infantry Know No Fear Transhuman Physiology Bulky Infiltrate Night Vision Shock Assault Stubborn Marine: Infantry Know No Fear Transhuman Physiology Bulky Infiltrate Night Vision Shock Assault Stubborn |
| Special Wargear: Omni Scramblers – 12" Aura, this unit may force a target unit arriving from Deepstrike within 12" to reroll their Scatter Dice. | Special Wargear Upgrades: OE Infiltrator Comms Array +5 points E Helix Gauntlet +2 points per model | This unit is considered to always be in range of Auras that allow the reroll of 1s To Hit. This unit ignores the first Wound suffered in each phase. |

| Selection | Name | Range | S | AP | Rules |
|--------------|-----------------|-------|------|----|---------------------|
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| R | Auto Bolt Rifle | 24 | 4 | 6+ | Assault 3 |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |

| | | | | | |
|-------------|---------------|---|---|----|--|
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

| | | |
|--|---|---|
| Intercessor Squad Sergeant Marine | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 4 3 9 3+ 6 3+ 3+ 4 4 2 4 2 8 3+ | Points: 234 Composition: 1 Sergeant 4-9 Marines |
| Wargear Sergeant: Bolt Rifle Bolt Pistol Combat Knife Frag Grenades Krak Grenades Marine: Bolt Rifle Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May take up to 5 more Marines for +46 points each Sergeant may swap Bolt Pistol for P Sergeant may swap Combat Knife for M Sergeant may swap Krak Grenades for G The entire Squad can swap their Bolt Rifles for the same R Up to two Marines may take one A | Rules Sergeant: Character Infantry Bolter Discipline Know No Fear Transhuman Physiology Bulky Night Vision Shock Assault Stubborn Marine: Infantry Bolter Discipline Know No Fear Transhuman Physiology Bulky Night Vision Shock Assault Stubborn |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------------------|-----------------|-------|------|----|------------------------------|
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +4 points | Power Axe | Melee | +2 | 4+ | None |
| M +5 points | Power Maul | Melee | +2 | 4+ | Concussion |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| R | Bolt Rifle | 30 | 4 | 4+ | Rapid Fire 1, Bolter |
| R +0 points per model | Auto Bolt Rifle | 24 | 4 | 6+ | Assault 3 |

| | | | | | |
|------------------------|----------------------------|----------------|--------------|---------------|--|
| R +10 points per model | Stalker Bolt Rifle | 36 | 4 | 4+ | Heavy 2, Sniper (3+) |
| A +9 points | Auxiliary Grenade Launcher | 24 Or 24 | 6 Or 3 | 4+ Or - | Assault 1 Or Assault 1, 3" Blast |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

| | | |
|--|--|---|
| Tactical Squad Sergeant Marine | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 4 2 9 3+ 6 3+ 3+ 4 4 2 4 1 8 3+ | Points: 199 Composition: 1 Sergeant 4-9 Marines |
| Wargear Sergeant: Boltgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades Marine: Boltgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May take up to 5 more Marines for +39 points each Space Wolf Tactical Squad may upgrade a model to a Sergeant for +4 points Sergeant(s) may swap Boltgun for OR or A Sergeant(s) may swap Bolt Pistol for P Sergeant(s) may swap Combat Knife for M Sergeant(s) may swap Krak Grenades for G Space Wolf Sergeant(s) may take one B One Marine may swap Boltgun for S One Marine may swap Boltgun for H | Rules Sergeant: Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Night Vision Objective Secured Shock Assault Marine: Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Night Vision Objective Secured Shock Assault |
| Special Wargear: | Special Wargear Upgrades: A Stormshield +10 points B Terminator Armour +6 points | M-2, W+1, 5+ Invulnerability Save, Lose P and G weapons, Lose Infantry, Objective Secured. Gain Monstrous Infantry, Steady. |

| Selection | Name | Range | S | AP | Rules |
|--------------|--------------|-------|---|----|----------------------|
| R | Boltgun | 24 | 4 | 5+ | Rapid Fire 1, Bolter |
| OR +2 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| OR +6 points | Combi Flamer | Flame | 4 | 5+ | Assault 1 |

| | | | | | |
|---------------|------------------|----------------|--------------|----------------|---|
| | | Or 24 | Or 4 | Or 5+ | Or Rapid Fire 1, Bolter |
| OR +8 points | Combi Grav | 18 Or 24 | * Or 4 | - Or 5+ | Rapid Fire 1, Grav Or Rapid Fire 1, Bolter |
| OR +8 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter |
| OR +23 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| P +8 points | Grav Pistol | 12 | * | - | Pistol 1, Grav |
| P +24 points | Inferno Pistol | 6 | 8 | 1+ | Pistol 1, Melta, (Monsterbane) |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +4 points | Power Axe | Melee | +2 | 4+ | None |
| M +5 points | Power Maul | Melee | +2 | 4+ | Concussion |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| S +4 points | Flamer | Flame | 4 | 5+ | Assault 1 |
| S +6 points | Grav Gun | 18 | * | - | Rapid Fire 1, Grav |
| S +6 points | Plasma Gun | 24 | 7 | 2+ | Rapid Fire 1, Gets Hot! |
| S +21 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane) |
| H +7 points | Heavy Flamer | Flame | 5 | 4+ | Assault 1 |
| H +9 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| H +14 points | Plasma Cannon | 36 | 7 | 2+ | Heavy 1, 3" Blast, Gets Hot! |
| H +14 points | Grav Cannon | 30 | * | - | Heavy 1, 3" Blast, Grav |
| H +19 points | Missile Launcher | 48 Or 48 | 8 Or 4 | 3+ Or 6+ | Heavy 1, Monsterbane Or Heavy 1, 3" Blast |
| H +21 points | Lascannon | 48 | 9 | 2+ | Heavy 1, Monsterbane |
| H +27 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane) |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

Monstrous Infantry

| | | |
|--|--|---|
| Heavy Intercessor Squad Sergeant Marine | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 5 3 4 3 9 3+ 6 3+ 3+ 4 5 3 4 2 8 3+ | Points: 278 Composition: 1 Sergeant 2-5 Marines |
| Wargear Sergeant: Heavy Bolt Rifle Bolt Pistol Combat Knife Frag Grenades Krak Grenades Marine: Heavy Bolt Rifle Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May take up to 3 more Marines for +91 points each Sergeant may swap Bolt Pistol for P Sergeant may swap Combat Knife for M Sergeant may swap Krak Grenades for G Up to Two Marines may swap Heavy Bolt Rifles for H The entire Squad except for those who swapped for H can swap their Bolt Rifles for the same R | Rules Sergeant: Character Monstrous Infantry Bolter Discipline Know No Fear Transhuman Physiology Night Vision Shock Assault Steady Stubborn Very Bulky Marine: Monstrous Infantry Bolter Discipline Know No Fear Transhuman Physiology Night Vision Shock Assault Steady Stubborn Very Bulky |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------------------|----------------------|-------|------|----|----------------------|
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +5 points | Power Sword | Melee | +1 | 3+ | None |
| M +15 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +28 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| R | Heavy Bolt Rifle | 36 | 5 | 4+ | Rapid Fire 1, Bolter |
| R +1 point per model | Executor Bolt Rifle | 36 | 5 | 3+ | Heavy 1 |
| R +2 points per model | Hellstorm Bolt Rifle | 30 | 5 | 5+ | Assault 3 |
| H +5 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |

| | | | | | |
|-------------|---------------|---|---|----|--|
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

Elite 0-3 Slots

Infantry

| | | |
|---|---|---|
| Bladeguard Veterans Sergeant Veteran | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 2 4 4 9 3+ 6 2+ 2+ 4 4 2 4 3 8 3+ | Points: 220 Composition: 1 Sergeant 2-5 Veterans |
| Wargear Sergeant: Heavy Bolt Pistol Power Sword Stormshield Veteran: Heavy Bolt Pistol Power Sword Stormshield | Options May take up to 3 more Veterans for +71 points each Sergeant may swap Bolt Pistol for P | Rules Sergeant: Character Infantry Know No Fear Transhuman Physiology Bodyguard Bulky Night Vision Shock Assault Stubborn Veteran: Infantry Know No Fear Transhuman Physiology Bodyguard Night Vision Shock Assault Stubborn |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-------------|--------------------|-------|----|----|---------------------|
| P | Heavy Bolt Pistol | 18 | 4 | 4+ | Pistol 1 |
| P +5 points | Neo Volkite Pistol | 18 | 5 | 4+ | Pistol 1, Beam |
| P +5 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| M | Power Sword | Melee | +1 | 3+ | None |

| | | |
|---|--|--|
| Company Veterans Sergeant Veteran | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 2 4 3 9 3+ 6 2+ 2+ 4 4 2 4 2 8 3+ | Points: 279 Composition: 1 Sergeant 4 Veterans |
| Wargear Sergeant: Boltgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades Veteran: Boltgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options Sergeant may swap Krak Grenades for G Any model may swap Boltgun for R, S, or A One Veteran may swap Boltgun for H Any model may swap Bolt Pistol for P Any model may swap Combat Knife for M Any model may swap Boltgun and Combat Knife for SM The unit may take one B | Rules Sergeant: Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Bodyguard Night Vision Objective Secured Shock Assault Veteran: Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Bodyguard Night Vision Objective Secured Shock Assault |
| Special Wargear: | Special Wargear Upgrades: A Stormshield +10 points B Bikes +75 points | M+6, W+1, Steed, add Stormbolter |

| Selection | Name | Range | S | AP | Rules |
|--------------|--------------|-------------------|--------------|----------------|---|
| R | Boltgun | 24 | 4 | 5+ | Rapid Fire 1, Bolter |
| R +2 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| R +6 points | Combi Flamer | Flame Or 24 | 4 Or 4 | 5+ Or 5+ | Assault 1 Or Rapid Fire 1, Bolter |
| R +8 points | Combi Grav | 18 Or 24 | * Or 4 | - Or 5+ | Rapid Fire 1, Grav Or Rapid Fire 1, Bolter |
| R +8 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter |
| R +23 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter |

| | | | | | |
|--------------|----------------------|----------------|--------------|----------------|---|
| S +4 points | Flamer | Flame | 4 | 5+ | Assault 1 |
| S +6 points | Grav Gun | 18 | * | - | Rapid Fire 1, Grav |
| S +6 points | Plasma Gun | 24 | 7 | 2+ | Rapid Fire 1, Gets Hot! |
| S +21 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane) |
| H +7 points | Heavy Flamer | Flame | 5 | 4+ | Assault 1 |
| H +9 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| H +14 points | Plasma Cannon | 36 | 7 | 2+ | Heavy 1, 3" Blast, Gets Hot! |
| H +14 points | Grav Cannon | 30 | * | - | Heavy 1, 3" Blast, Grav |
| H +19 points | Missile Launcher | 48 Or 48 | 8 Or 4 | 3+ Or 6+ | Heavy 1, Monsterbane Or Heavy 1, 3" Blast |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| P +8 points | Grav Pistol | 12 | * | - | Pistol 1, Grav |
| P +24 points | Inferno Pistol | 6 | 8 | 1+ | Pistol 1, Melta, (Monsterbane) |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +4 points | Power Axe | Melee | +2 | 4+ | None |
| M +5 points | Power Maul | Melee | +2 | 4+ | Concussion |
| M +7 points | Relic Blade | Melee | +2 | 2+ | None |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| SM +0 points | Dual Lightning Claws | Melee | User | 3+ | Extra Attack 1, Reroll failed To Hit and To Wound rolls |
| H +21 points | Lascannon | 48 | 9 | 2+ | Heavy 1, Monsterbane |
| H +27 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane) |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

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|--|--|---|
| Damned Legionnaires Sergeant Marine | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 4 2 9 3+ 6 3+ 3+ 4 4 2 4 1 8 3+ | Points: 244 Composition: 1 Sergeant 4-9 Marines |
| Wargear Sergeant: Boltgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades Marine: Boltgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May take up to 5 more Marines for +48 points each Sergeant may swap Boltgun for OR or A Sergeant may swap Bolt Pistol for P Sergeant may swap Combat Knife for M Sergeant may swap Krak Grenades for G One Marine may swap Boltgun for S One Marine may swap Boltgun for H | Rules Sergeant: Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Night Vision Objective Secured Shock Assault Unyielding Specters – This model has a 4+ Invulnerability Save Marine: Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Night Vision Objective Secured Shock Assault Unyielding Specters – This model has a 4+ Invulnerability Save |
| Special Wargear: | Special Wargear Upgrades: A Stormshield +12 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|--------------|-------------------|--------------|----------------|---|
| R | Boltgun | 24 | 4 | 5+ | Rapid Fire 1, Bolter |
| OR +2 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| OR +6 points | Combi Flamer | Flame Or 24 | 4 Or 4 | 5+ Or 5+ | Assault 1 Or Rapid Fire 1, Bolter |
| OR +8 points | Combi Grav | 18 Or 24 | * Or 4 | - Or 5+ | Rapid Fire 1, Grav Or Rapid Fire 1, Bolter |
| OR +8 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter |

| | | | | | |
|---------------|------------------|----------------|--------------|----------------|---|
| OR +23 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| P +8 points | Grav Pistol | 12 | * | - | Pistol 1, Grav |
| P +24 points | Inferno Pistol | 6 | 8 | 1+ | Pistol 1, Melta, (Monsterbane) |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +4 points | Power Axe | Melee | +2 | 4+ | None |
| M +5 points | Power Maul | Melee | +2 | 4+ | Concussion |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| S +4 points | Flamer | Flame | 4 | 5+ | Assault 1 |
| S +6 points | Grav Gun | 18 | * | - | Rapid Fire 1, Grav |
| S +6 points | Plasma Gun | 24 | 7 | 2+ | Rapid Fire 1, Gets Hot! |
| S +21 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane) |
| H +7 points | Heavy Flamer | Flame | 5 | 4+ | Assault 1 |
| H +9 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| H +14 points | Plasma Cannon | 36 | 7 | 2+ | Heavy 1, 3" Blast, Gets Hot! |
| H +14 points | Grav Cannon | 30 | * | - | Heavy 1, 3" Blast, Grav |
| H +19 points | Missile Launcher | 48 Or 48 | 8 Or 4 | 3+ Or 6+ | Heavy 1, Monsterbane Or Heavy 1, 3" Blast |
| H +21 points | Lascannon | 48 | 9 | 2+ | Heavy 1, Monsterbane |
| H +27 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane) |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

| | | |
|---|--|--|
| Primaris Sternguard Squad Sergeant Veteran | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 2 4 3 9 3+ 6 2+ 2+ 4 4 2 4 2 8 3+ | Points: 279 Composition: 1 Sergeant 4-9 Veterans |
| Wargear Sergeant: Special Issue Bolt Rifle Bolt Pistol Combat Knife Frag Grenades Krak Grenades Veteran: Special Issue Bolt Rifle Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May take up to 5 more Veterans for +55 points each Sergeant may swap Krak Grenades for G Any model may swap Special Issue Bolt Rifle for R, S, or H Any model may swap Bolt Pistol for P Any model may swap Combat Knife for M | Rules Sergeant: Character Infantry Bolter Discipline Know No Fear Transhuman Physiology Bulky Night Vision Shock Assault Stubborn Veteran: Infantry Bolter Discipline Know No Fear Transhuman Physiology Bulky Night Vision Shock Assault Stubborn |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|---------------------------|-------------------|--------------|----------------|---|
| R | Special Issue Bolt Rifle | 30 | 4 | 3+ | Rapid Fire 1, Bolter |
| R +1 point | Special Issue Stormbolter | 30 | 4 | 3+ | Rapid Fire 2, Bolter |
| R +3 points | Bolt Rifle Combi Flamer | Flame Or 30 | 4 Or 4 | 5+ Or 4+ | Assault 1 Or Rapid Fire 1, Bolter |
| R +5 points | Bolt Rifle Combi Grav | 18 Or 30 | * Or 4 | - Or 4+ | Rapid Fire 1, Grav Or Rapid Fire 1, Bolter |
| R +5 points | Bolt Rifle Combi Plasma | 24 Or 30 | 7 Or 4 | 2+ Or 4+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter |
| R +20 points | Bolt Rifle Combi Melta | 12 Or 30 | 8 Or 4 | 1+ Or 4+ | Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter |
| S +13 points | Flamer | Flame | 5 | 3+ | Assault 1 |
| H +4 points | Heavy Flamer | Flame | 5 | 4+ | Assault 1 |

| | | | | | |
|--------------|---------------|-------|------|----|--|
| H +6 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

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|--|--|--|
| Reiver Squad Sergeant Reiver | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 4 3 9 3+ 6 3+ 3+ 4 4 2 4 2 8 3+ | Points: 289 Composition: 1 Sergeant 4-9 Reivers |
| Wargear Sergeant: Auto Bolt Rifle Special Issue Bolt Pistol Combat Knife Frag Grenades Krack Grenades Grapnel Launcher Reiver: Auto Bolt Rifle Special Issue Bolt Pistol Combat Knife Frag Grenades Krack Grenades Grapnel Launcher | Options May take up to 5 more Reivers for +57 points each Sergeant may swap Bolt Pistol for P | Rules Sergeant: Character Infantry Know No Fear Transhuman Physiology Bulky Deepstrike Hit and Run Night Vision Shock Assault Stubborn Terror Troops – 6" Aura, target unit suffers Ld-2. This is cast as a Unit and not per model. Reiver: Infantry Know No Fear Transhuman Physiology Deepstrike Hit and Run Night Vision Shock Assault Stubborn Terror Troops – 6" Aura, target unit suffers Ld-2. This is cast as a Unit and not per model. |
| Special Wargear: | Special Wargear Upgrades: | |

| | | |
|---|--|--|
| Grapnel Launcher – This model ignores Models and Terrain when Moving, Advancing, Charging, and Falling Back | | |
|---|--|--|

| Selection | Name | Range | S | AP | Rules |
|-----------|---------------------------|-------|------|----|---------------------|
| R | Auto Bolt Rifle | 24 | 4 | 6+ | Assault 3 |
| P | Special Issue Bolt Pistol | 18 | 4 | 3+ | Pistol 1 |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1 |

| | | |
|---|--|--|
| Scout Squad Sergeant Scout | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 4 2 9 4+ 6 3+ 3+ 4 4 2 4 1 8 4+ | Points: 189 Composition: 1 Sergeant 4-9 Scouts |
| Wargear Sergeant: Shotgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades Scout: Shotgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May take up to 5 more Scouts for +37 points each Sergeant may swap Shotgun for OR or R Sergeant may swap Bolt Pistol for P Sergeant may swap Combat Knife for M Sergeant may swap Krak Grenades for G Any model may swap Shotgun for R One Scout may swap Shotgun for S or H The entire unit may take one of each E | Rules Sergeant: Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Infiltrate Night Vision Objective Secured Shock Assault Scout: Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Infiltrate Night Vision Objective Secured Shock Assault |
| Special Wargear: | Special Wargear Upgrades: E Camo Cloaks +2 points per model | Stealth |

| Selection | Name | Range | S | AP | Rules |
|------------|---------|-------|---|----|----------------------|
| R | Shotgun | 12 | 4 | - | Assault 2, Scatter |
| R +1 point | Boltgun | 24 | 4 | 5+ | Rapid Fire 1, Bolter |

| | | | | | |
|---------------|------------------|-------------------|--------------|----------------|---|
| R +6 points | Sniper Rifle | 36 | 4 | 6+ | Heavy 1, Sniper (3+) |
| OR +3 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| OR +7 points | Combi Flamer | Flame Or 24 | 4 Or 4 | 5+ Or 5+ | Assault 1 Or Rapid Fire 1, Bolter |
| OR +9 points | Combi Grav | 18 Or 24 | * Or 4 | - Or 5+ | Rapid Fire 1, Grav Or Rapid Fire 1, Bolter |
| OR +9 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter |
| OR +24 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| P +8 points | Grav Pistol | 12 | * | - | Pistol 1, Grav |
| P +24 points | Inferno Pistol | 6 | 8 | 1+ | Pistol 1, Melta, (Monsterbane) |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +4 points | Power Axe | Melee | +2 | 4+ | None |
| M +5 points | Power Maul | Melee | +2 | 4+ | Concussion |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| S +5 points | Flamer | Flame | 4 | 5+ | Assault 1 |
| S +7 points | Grav Gun | 18 | * | - | Rapid Fire 1, Grav |
| S +7 points | Plasma Gun | 24 | 7 | 2+ | Rapid Fire 1, Gets Hot! |
| S +22 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane) |
| H +10 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| H +20 points | Missile Launcher | 48 Or 48 | 8 Or 4 | 3+ Or 6+ | Heavy 1, Monsterbane Or Heavy 1, 3" Blast |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

| | | |
|---|--|---|
| Sternguard Veterans Sergeant Veteran | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 2 4 3 9 3+ 6 2+ 2+ 4 4 2 4 2 8 3+ | Points: 284 Composition: 1 Sergeant 4-9 Veterans |
| Wargear Sergeant: Special Issue Boltgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades Veteran: Special Issue Boltgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May take up to 5 more Veterans for +56 points each Sergeant may swap Krak Grenades for G Any model may swap Special Issue Boltgun for R or S Up to two models may swap Special Issue Boltgun for H Any model may swap Bolt Pistol for P Any model may swap Combat Knife for M Any Deathwatch model may swap Combat Knife for DWM | Rules Sergeant: Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Night Vision Objective Secured Shock Assault Marine: Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Night Vision Objective Secured Shock Assault |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|---------------------------|-------------------|--------------|----------------|---|
| R | Special Issue Boltgun | 30 | 4 | 3+ | Rapid Fire 1, Bolter |
| R +2 points | Special Issue Stormbolter | 30 | 4 | 3+ | Rapid Fire 2, Bolter |
| R +3 points | Combi Flamer | Flame Or 24 | 4 Or 4 | 5+ Or 5+ | Assault 1 Or Rapid Fire 1, Bolter |
| R +5 points | Combi Grav | 18 Or 24 | * Or 4 | - Or 5+ | Rapid Fire 1, Grav Or Rapid Fire 1, Bolter |
| R +5 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter |
| R +20 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter |
| S +1 points | Flamer | Flame | 4 | 5+ | Assault 1 |
| S +3 points | Grav Gun | 18 | * | - | Rapid Fire 1, Grav |

| | | | | | |
|----------------|-------------------------------|--------------------|----------------|-----------------|---|
| S +3 points | Plasma Gun | 24 | 7 | 2+ | Rapid Fire 1, Gets Hot! |
| S +18 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane) |
| H +4 points | Heavy Flamer | Flame | 5 | 4+ | Assault 1 |
| H +6 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| H +11 points | Plasma Cannon | 36 | 7 | 2+ | Heavy 1, 3" Blast, Gets Hot! |
| H +11 points | Grav Cannon | 30 | * | - | Heavy 1, 3" Blast, Grav |
| H +16 points | Missile Launcher | 48 Or 48 | 8 Or 4 | 3+ Or 6+ | Heavy 1, Monsterbane Or Heavy 1, 3" Blast |
| H +18 points | Lascannon | 48 | 9 | 2+ | Heavy 1, Monsterbane |
| H +24 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane) |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| P +8 points | Grav Pistol | 12 | * | - | Pistol 1, Grav |
| P +24 points | Inferno Pistol | 6 | 8 | 1+ | Pistol 1, Melta, (Monsterbane) |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +4 points | Power Axe | Melee | +2 | 4+ | None |
| M +5 points | Power Maul | Melee | +2 | 4+ | Concussion |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| DWM +35 points | Power Fist And Meltagun | 12 And Melee | 8 And X2 | 1+ And 2+ | Assault 1, Melta, (Monsterbane) And Slow, Monsterbane |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

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|---|--|--|
| Primaris Scout Squad Sergeant Scout | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 4 3 9 4+ 6 3+ 3+ 4 4 2 4 2 8 4+ | Points: 219 Composition: 1 Sergeant 4-9 Scouts |
| Wargear Sergeant: Shotgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades Scout: Shotgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May take up to 5 more Scouts for +43 points each Sergeant may swap Shotgun for OR or R Sergeant may swap Bolt Pistol for P Sergeant may swap Combat Knife for M Sergeant may swap Krak Grenades for G Any model may swap Shotgun for R Up to two Scouts may swap Shotgun for H The entire unit may take one of each E | Rules Sergeant: Character Infantry Bolter Discipline Know No Fear Transhuman Physiology Infiltrate Night Vision Shock Assault Stubborn Scout: Infantry Bolter Discipline Know No Fear Infiltrate Transhuman Physiology Night Vision Shock Assault Stubborn |
| Special Wargear: | Special Wargear Upgrades: E Camo Cloaks +2 points per model | Stealth |

| Selection | Name | Range | S | AP | Rules |
|--------------|--------------|-------------------|--------------|----------------|---|
| R | Shotgun | 12 | 4 | - | Assault 2, Scatter |
| R +1 point | Boltgun | 24 | 4 | 5+ | Rapid Fire 1, Bolter |
| R +6 points | Sniper Rifle | 36 | 4 | 6+ | Heavy 1, Sniper (3+) |
| OR +3 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| OR +7 points | Combi Flamer | Flame Or 24 | 4 Or 4 | 5+ Or 5+ | Assault 1 Or Rapid Fire 1, Bolter |
| OR +9 points | Combi Grav | 18 Or 24 | * Or 4 | - Or 5+ | Rapid Fire 1, Grav Or Rapid Fire 1, Bolter |
| OR +9 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter |

| | | | | | |
|---------------|------------------|----------------|--------------|----------------|---|
| OR +24 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +4 points | Power Axe | Melee | +2 | 4+ | None |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| H +10 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| H +20 points | Missile Launcher | 48 Or 48 | 8 Or 4 | 3+ Or 6+ | Heavy 1, Monsterbane Or Heavy 1, 3" Blast |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

| | | |
|---|--|---|
| Primaris Vanguard Veterans Sergeant Veteran | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 2 4 3 9 3+ 6 2+ 2+ 4 4 2 4 2 8 3+ | Points: 244 Composition: 1 Sergeant 4-9 Veterans |
| Wargear Sergeant: Bolt Pistol Chainsword Frag Grenades Krak Grenades Veteran: Bolt Pistol Chainsword Frag Grenades Krak Grenades | Options May take up to 5 more Veterans for +48 points each Sergeant May swap Chainsword for M or OM Sergeant may swap Krak Grenades for G Any model may swap Bolt Pistol for P or A Any model may swap Chainsword for M Any model may swap Bolt Pistol and Chainsword for SM The unit may take one B | Rules Sergeant: Character Infantry Know No Fear Transhuman Physiology Bulky Shock Assault Stubborn Marine: Infantry Know No Fear Transhuman Physiology Bulky Shock Assault Stubborn |
| Special Wargear: | Special Wargear Upgrades: A Stormshield +11 points | Sv-1 (Improves by 1), 4+ Invulnerability Save M+6, Deepstrike, Fly |

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|--|----------------------------------|--|
| | B Jump Pack +10 points per model | |
|--|----------------------------------|--|

| Selection | Name | Range | S | AP | Rules |
|--------------|----------------------|-------|------|----|---|
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| P +8 points | Grav Pistol | 12 | * | - | Pistol 1, Grav |
| M | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +4 points | Power Axe | Melee | +2 | 4+ | None |
| M +7 points | Relic Blade | Melee | +2 | 2+ | None |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| SM +4 points | Dual Lightning Claws | Melee | User | 3+ | Extra Attack 1, Reroll failed To Hit and To Wound rolls |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

| | | |
|---|--|---|
| Vanguard Veterans Sergeant Veteran | M WS BS S T W I A Ld Sv 6 2+ 2+ 4 4 2 4 3 9 3+ 6 2+ 2+ 4 4 2 4 2 8 3+ | Points: 244 Composition: 1 Sergeant 4-9 Veterans |
| Wargear Sergeant: Bolt Pistol Combat Knife Frag Grenades Kрак Grenades Veteran: Bolt Pistol Combat Knife Frag Grenades Kрак Grenades | Options May take up to 5 more Veterans for +48 points each Sergeant may swap Kрак Grenades for G Any model may swap Bolt Pistol for P or A Any model may swap Combat Knife for M Any model may swap Bolt Pistol and Combat Knife for SM The unit may take one B | Rules Sergeant: Character Infantry Adjusted Tactics Know No Fear Tactical Squads Objective Secured Shock Assault Marine: Infantry Adjusted Tactics Know No Fear Tactical Squads Objective Secured Shock Assault |
| Special Wargear: | Special Wargear Upgrades: A Stormshield +11 points | Sv-1 (Improves by 1), 4+ Invulnerability Save |

| | | |
|--|----------------------------------|----------------------|
| | B Jump Pack +10 points per model | M+6, Deepstrike, Fly |
|--|----------------------------------|----------------------|

| Selection | Name | Range | S | AP | Rules |
|--------------|----------------------|-------|------|----|---|
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| P +8 points | Grav Pistol | 12 | * | - | Pistol 1, Grav |
| P +24 points | Inferno Pistol | 6 | 8 | 1+ | Pistol 1, Melta, (Monsterbane) |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +4 points | Power Axe | Melee | +2 | 4+ | None |
| M +5 points | Power Maul | Melee | +2 | 4+ | Concussion |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| SM +4 points | Dual Lightning Claws | Melee | User | 3+ | Extra Attack 1, Reroll failed To Hit and To Wound rolls |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

Monstrous Infantry

| | | |
|---|---|--|
| Aggressor Squad Sergeant Aggressor | M WS BS S T W I A Ld Sv 6 3+ 3+4 5 3 4 3 9 3+ 6 3+ 3+4 5 3 4 2 8 3+ | Points: 290 Composition: 1 Sergeant 2-5 Aggressors |
| Wargear Sergeant: Dual Auto Boltstorms Dual Powerfists Aggressor: Dual Auto Boltstorms Dual Powerfists | Options May take up to 3 more Aggressors for +95 points each Any model may swap Dual Auto Boltstorms for S Any model may take one H | Rules Sergeant: Character Monstrous Infantry Know No Fear Transhuman Physiology Night Vision Shock Assault Steady Stubborn Very Bulky Aggressor: Monstrous Infantry Know No Fear Transhuman Physiology Night Vision Shock Assault Steady Stubborn Very Bulky |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-------------|----------------------------|-------|----|----|-----------------------------------|
| S | Dual Auto Boltstorms | 18 | 4 | 5+ | Assault 3 x2 |
| S +4 points | Dual Flamers | Flame | 4 | 5+ | Assault 1 x2 |
| M | Dual Powerfists | Melee | X2 | 2+ | Extra Attack 1, Slow, Monsterbane |
| H +3 points | Fragstorm Grenade Launcher | 18 | 4 | - | Assault 1, 3" Blast |

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|--|--|---|
| Assault Terminators Sergeant Terminator | M WS BS S T W I A Ld Sv 4 3+ 3+ 4 4 3 4 3 9 3+ 4 3+ 3+ 4 4 3 4 2 8 3+ | Points: 335 Composition: 1 Sergeant 4-9 Terminators |
| Wargear Sergeant: Dual Lightning Claws Terminator Honours Terminator: Dual Lightning Claws Terminator Honours | Options May take up to 5 more Terminators for +66 points each Any model may swap Dual Lightning Claws for M | Rules Sergeant: Character Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Shock Assault Steady Very Bulky Terminator: Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Shock Assault Steady Very Bulky |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|---------------------------------|-------|------|----|---|
| M | Dual Lightning Claws | Melee | User | 3+ | Extra Attack 1, Reroll all failed To Hit and To Wound rolls |
| M +20 points | Lightning Claw and Storm Shield | Melee | User | 3+ | Reroll failed To Wound rolls, Storm Shield |
| M +43 points | Thunderhammer and Storm Shield | Melee | 19 | 1+ | Slow, Monsterbane, Storm Shield |

| | | |
|---|---|--|
| Centurion Assault Squad Sergeant Centurion | M WS BS S T W I A Ld Sv 4 3+ 3+ 5 5 5 4 4 9 3+ 4 3+ 3+ 5 5 5 4 3 8 3+ | Points: 362 Composition: 1 Sergeant 2-5 Centurions |
| Wargear Sergeant: Siege Drills Centurion Assault Launcher Dual Flamers Centurion: Siege Drills Centurion Assault Launcher Dual Flamers | Options May take up to 3 more Centurions for +118 points each Any model may swap Centurion Assault Launcher for H Any model may swap Dual Flamers for S | Rules Sergeant: Character Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Night Vision Shock Assault Steady Ceramite Bulk – This model may not be transported by Transports. Centurion: Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Night Vision Shock Assault Steady Ceramite Bulk – This model may not be transported by Transports. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|----------------------------|-------|----|----|--|
| M | Siege Drills | Melee | X2 | 1+ | Slow, Armourbane, Monsterbane |
| H | Centurion Assault Launcher | 24 | 6 | 4+ | Assault 2, Counts as being armed with Grenades |
| H +11 points | Hurricane Bolter | 24 | 4 | 5+ | Rapid Fire 6, Bolter |
| S | Dual Flamers | Flame | 4 | 5+ | Assault 1 x2 |
| S +18 points | Dual Melta Guns | 12 | 8 | 1+ | Assault 1 x2, Melta, (Monsterbane) |

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|--|--|---|
| Terminators Sergeant Terminator | M WS BS S T W I A Ld Sv 4 3+ 3+ 4 4 3 4 3 9 3+ 4 3+ 3+ 4 4 3 4 2 8 3+ | Points: 455 Composition: 1 Sergeant 4-9 Terminators |
| Wargear Sergeant: Stormbolter Power Sword Terminator Honours Terminator: Stormbolter Powerfist Terminator Honours | Options May take up to 5 more Terminators for +92 points each Sergeant may swap Power Sword for OM Up to Two models may swap Stormbolters for S Any Terminator may swap Powerfist for M | Rules Sergeant: Character Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Shock Assault Steady Very Bulky Terminator: Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Deepstrike Night Vision Shock Assault Steady Very Bulky |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|---------------|--|-----------------------------|--------------------------|-----------------------------|--|
| R | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| S +6 points | Heavy Flamer | Flame | 5 | 4+ | Assault 1 |
| S +25 points | Cyclone Missile Launcher and Stormbolter | 36 Or 36 And 24 | 8 Or 4 And 4 | 3+ Or 6+ And 5+ | Heavy 2, Monsterbane Or Heavy 2, 3" Blast And Rapid Fire 2, Bolter |
| S +39 points | Assault Cannon | 36 | 6 | 4+ | Assault 6, Rending |
| OM | Power Sword | Melee | +1 | 3+ | None |
| OM +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |

| | | | | | |
|---------------|------------|-------|----|----|--|
| OM +15 points | Chain Fist | Melee | X2 | 1+ | Slow, Monsterbane, +1 on To Penetrate rolls (not Vehicle Damage Chart) |
| M | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +5 points | Chain Fist | Melee | X2 | 1+ | Slow, Monsterbane, +1 on To Penetrate Rolls (not Vehicle Damage Chart) |

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|--|--|---|
| Primaris Assault Terminators Sergeant Terminator | M WS BS S T W I A Ld Sv 4 3+ 3+ 4 4 4 4 3 9 3+ 4 3+ 3+ 4 4 4 4 2 8 3+ | Points: 455 Composition: 1 Sergeant 4-9 Terminators |
| Wargear Sergeant: Dual Lightning Claws Terminator Honours Terminator: Dual Lightning Claws Terminator Honours | Options May take up to 5 more Terminators for +90 points each Any model may swap Dual Lightning Claws for M | Rules Sergeant: Character Monstrous Infantry Know No Fear Transhuman Physiology Deepstrike Shock Assault Steady Stubborn Very Bulky Terminator: Monstrous Infantry Know No Fear Transhuman Physiology Deepstrike Shock Assault Steady Stubborn Very Bulky |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|---------------------------------|-------|------|----|---|
| M | Dual Lightning Claws | Melee | User | 3+ | Extra Attack 1, Reroll all failed To Hit and To Wound rolls |
| M +20 points | Lightning Claw and Storm Shield | Melee | User | 3+ | Reroll failed To Wound rolls, Storm Shield |
| M +43 points | Thunderhammer and Storm Shield | Melee | 19 | 1+ | Slow, Monsterbane, Storm Shield |

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|--|---|---|
| Primaris Terminators Sergeant Terminator | M WS BS S T W I A Ld Sv 4 3+ 3+ 4 4 4 4 3 9 3+ 4 3+ 3+ 4 4 4 4 2 8 3+ | Points: 565 Composition: 1 Sergeant 4-9 Terminators |
| Wargear Sergeant: Stormbolter Power Sword Terminator Honours Terminator: Stormbolter Powerfist Terminator Honours | Options May take up to 5 more Terminators for +114 points each Sergeant may swap Power Sword for OM Up to Two models may swap Stormbolters for S Any Terminator may swap Powerfist for M | Rules Sergeant: Character Monstrous Infantry Bolter Discipline Know No Fear Transhuman Physiology Deepstrike Night Vision Shock Assault Steady Stubborn Very Bulky Terminator: Monstrous Infantry Bolter Discipline Know No Fear Transhuman Physiology Deepstrike Night Vision Shock Assault Steady Stubborn Very Bulky |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|---------------|--|-----------------------------|--------------------------|-----------------------------|--|
| R | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| S +6 points | Heavy Flamer | Flame | 5 | 4+ | Assault 1 |
| S +25 points | Cyclone Missile Launcher and Stormbolter | 36 Or 36 And 24 | 8 Or 4 And 4 | 3+ Or 6+ And 5+ | Heavy 2, Monsterbane Or Heavy 2, 3" Blast And Rapid Fire 2, Bolter |
| S +39 points | Assault Cannon | 36 | 6 | 4+ | Assault 6, Rending |
| OM | Power Sword | Melee | +1 | 3+ | None |
| OM +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |

| | | | | | |
|---------------|------------|-------|----|----|--|
| OM +15 points | Chain Fist | Melee | X2 | 1+ | Slow, Monsterbane, +1 on To Penetrate rolls (not Vehicle Damage Chart) |
| M | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +5 points | Chain Fist | Melee | X2 | 1+ | Slow, Monsterbane, +1 on To Penetrate Rolls (not Vehicle Damage Chart) |

Vehicles

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|--|---|--|
| Contemptor Dreadnought Contemptor | M WS BS S FA SA RA W I A Ld Sv 8 3+ 3+ 7 12 12 10 9 4 4 10 3+ | Points: 153 Composition: 1 Contemptor |
| Wargear Contemptor: 2 Volkite Culverins Atomantic Shielding | Options May swap any Volkite Culverin for H May take up to one of each E | Rules Contemptor: Vehicle Combat Walker Adjusted Tactics Bolter Discipline Know No Fear Night Vision Shock Assault Steady |
| Special Wargear: Atomantic Shielding – 5+ Invulnerability Save | Special Wargear Upgrades: E Extra Armour +5 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|------------------------------|----------------|--------------|----------------|--|
| H | Volkite Culverin | 48 | 6 | 3+ | Heavy 1, Beam, Hull, Primary |
| H +3 points | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Hull, Primary |
| H +4 points | Dreadnought Missile Launcher | 48 Or 48 | 8 Or 4 | 3+ Or 6+ | Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3" Blast, Hull, Primary |
| H +7 points | Conversion Beam Cannon | 72 | 8 | 3+ | Heavy 1, Monsterbane, Beam, Hull, Primary |
| H +7 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Hull, Primary |
| H +8 points | 2 Linked Autocannons | 48 | 7 | 4+ | Heavy 2 x2, Monsterbane, Hull, Primary |
| H +10 points | Assault Cannon | 36 | 6 | 4+ | Assault 6, Rending, Hull, Primary |
| H +16 points | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Hull, Primary |

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|--------------|--|-----------------------|----------------|-----------------|--|
| H +16 points | Kheres Assault Cannon | 24 | 7 | 4+ | Heavy 6, Monsterbane, Rending, Hull |
| H +17 points | Dreadnought Combat Weapon and Stormbolter | Melee And 24 | X2 And 4 | 2+ And 5+ | Slow, Monsterbane, Primary And Rapid Fire 2, Bolter, Hull |
| H +19 points | Dreadnought Combat Weapon and Heavy Flamer | Melee And Flame | X2 And 5 | 2+ And 4+ | Slow, Monsterbane, Primary And Assault 1, Hull |
| H +20 points | Dreadnought Combat Weapon and Graviton Blaster | Melee And 18 | X2 And * | 2+ And - | Slow, Monsterbane, Primary And Assault 2, Grav, Hull |
| H +24 points | Heavy Plasma Cannon | 48 | 8 | 2+ | Heavy 1, 5" Blast, Monsterbane, Hull, Primary |
| H +27 points | Dreadnought Combat Weapon and Meltagun | Melee And 12 | X2 And 8 | 2+ And 1+ | Slow, Monsterbane, Primary And Assault 1, Melta, (Monsterbane), Hull |
| H +33 points | Dreadnought Chain Fist and Stormbolter | Melee And 24 | X2 And 4 | 1+ And 5+ | Slow, Armourbane, Monsterbane, Primary And Rapid Fire 2, Bolter, Hull |
| H +35 points | Dreadnought Chain Fist and Heavy Flamer | Melee And Flame | X2 And 5 | 1+ And 4+ | Slow, Armourbane, Monsterbane, Primary And Assault 1, Hull |
| H +36 points | Dreadnought Chain Fist and Graviton Blaster | Melee And 18 | X2 And * | 1+ And - | Slow, Armourbane, Monsterbane, Primary And Assault 2, Grav, Hull |
| H +43 points | Dreadnought Chain Fist and Meltagun | Melee And 12 | X2 And 8 | 1+ And 1+ | Slow, Armourbane, Monsterbane, Primary And Assault 1, Melta, (Monsterbane), Hull |

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|---|---|---|
| Deredeo Dreadnought Deredeo | M WS BS S FA SA RA W I A Ld Sv 8 3+ 3+ 6 12 12 10 12 4 4 9 3+ | Points: 167 Composition: 1 Deredeo |
| Wargear Deredeo: 2 Hellfire Plasma Carronades 2 Linked Heavy Flamers | Options May swap any Hellfire Plasma Carronade for T | Rules Deredeo: Vehicle Combat Walker |

| | | |
|---|---|---|
| Atomantic Shielding | May swap 2 Linked Heavy Flamers for H May take up to one M May take up to one of each E | Adjusted Tactics Know No Fear Night Vision Shock Assault Steady |
| Special Wargear: Atomantic Shielding – 5+ Invulnerability Save | Special Wargear Upgrades: E Extra Armour +5 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|----------------------------|-------|---|----|---|
| T | Hellfire Plasma Carronade | 36 | 7 | 2+ | Heavy 3, Gets Hot!, Hull, Primary |
| T +5 points | Anvillus Auto Cannon | 36 | 7 | 4+ | Heavy 4, Monsterbane, Hull, Primary |
| T +7 points | Volkite Falconet | 36 | 8 | 3+ | Heavy 1, Beam, Monsterbane, Hull, Primary |
| T +8 points | Arachnus Heavy Lascannon | 48 | 9 | 2+ | Heavy 2, Monsterbane, Hull, Primary |
| H | 2 Linked Heavy Flamers | Flame | 5 | 4+ | Assault 1 x2, Hull |
| H +2 points | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Hull |
| M +12 points | Bores Air Defense Missiles | 48 | 9 | 2+ | Heavy 1, AA, Hull |
| M +27 points | Aiolos Missile Launcher | 48 | 6 | 5+ | Heavy 1, 7" Blast, Hull |

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| Dreadnoughts Dreadnought | M WS BS S FA SA RA W I A Ld Sv 6 3+ 3+ 6 12 12 10 8 4 4 8 3+ | Points: 138 Composition: 1-3 Dreadnoughts |
| Wargear Dreadnought: 2 Dreadnought Missile Launchers | Options May add up to two more Dreadnoughts for +138 points each Any Dreadnought may swap any Dreadnought Missile Launcher for H Any Space Wolf Dreadnought may swap Dreadnought Missile Launcher for SWE or SWW Any Dreadnought may take up to one of each E Any Blood Angels Dreadnought may take one up one of each BAE | Rules Dreadnought: Vehicle Combat Walker Adjusted Tactics Bolter Discipline Know No Fear Night Vision Shock Assault Steady |

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| Special Wargear: | Special Wargear Upgrades: E Extra Armour +5 points E Smoke Launchers +10 points SWE Blizzard Shield +24 points BAE Magna Grapple +2 points | 4+ Invulnerability Save This model ignores Models and Terrain when Moving, Advancing, Charging, or Falling Back |
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| Selection | Name | Range | S | AP | Rules |
|-------------------|---|-----------------------|----------------|-----------------|--|
| H | Dreadnought Missile Launcher | 48 Or 48 | 8 Or 4 | 3+ Or 6+ | Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3" Blast, Hull, Primary |
| H +2 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Hull, Primary |
| H +3 points | 2 Linked Autocannons | 48 | 7 | 4+ | Heavy 2 x2, Monsterbane, Hull, Primary |
| H +5 points | Assault Cannon | 36 | 6 | 4+ | Assault 6, Rending, Hull, Primary |
| H +11 points | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Hull, Primary |
| H +12 points | Dreadnought Combat Weapon and Stormbolter | Melee And 24 | X2 And 4 | 2+ And 5+ | Slow, Monsterbane, Primary And Rapid Fire 2, Bolter, Hull |
| H +14 points | Dreadnought Combat Weapon and Heavy Flamer | Melee And Flame | X2 And 5 | 2+ And 4+ | Slow, Monsterbane, Primary And Assault 1, Hull |
| H +28 points | Heavy Plasma Cannon | 48 | 8 | 2+ | Heavy 1, 5" Blast, Monsterbane, Hull, Primary |
| SWW +16 points | Helfrost Cannon | 36 Or 36 | 8 Or 6 | 1+ Or 3+ | Heavy 1, Lance, Monsterbane, Hull, Primary Or Heavy 1, 5" Blast, Hull, Primary |

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| Invictor Tactical Warsuit Invictor | M WS BS S FA SA RA W I A Ld Sv 10 3+ 3+ 7 12 12 11 13 4 4 9 3+ | Points: 184 Composition: 1 Invictor |
| Wargear Invictor: Dreadnought Combat Weapon 2 Linked Autocannons 2 Linked Fragstorm Grenade Launchers Invictor Pistol | Options May swap 2 Linked Autocannons for T May swap 2 Linked Fragstorm Grenade Launchers for H May take up to one of each E | Rules Invictor: Vehicle Combat Walker Know No Fear Night Vision Open Topped Shock Assault |

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| | | Steady Stubborn |
| Special Wargear: | Special Wargear Upgrades: E Extra Armour +5 points | |

| Selection | Name | Range | S | AP | Rules |
|-------------|---|---------------|----|----|---|
| M | Dreadnought Combat Weapon | Melee | X2 | 2+ | Slow, Monsterbane, Primary |
| T | 2 Linked Autocannons | 48 | 7 | 4+ | Heavy 2 x2, Monsterbane, Hull, Primary |
| T +0 points | Incendium Cannon | Hellsto rm | 5 | 4+ | Assault 1, Hull, Primary |
| H | 2 Linked Fragstorm Grenade Launchers | 18 | 4 | - | Assault 1 x2, 3" Blast, Hull |
| H +8 points | 2 Linked Heavy Stubbers | 36 | 5 | 6+ | Heavy 3 x2, Hull |
| P | Invictor Pistol | 36 | 5 | 4+ | Pistol 3, Sponson |

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|--|---|--|
| Ironclad Dreadnoughts Ironclad Dreadnought | M WS BS S FA SA RA W I A Ld Sv 6 3+ 3+ 6 13 12 10 8 4 4 8 3+ | Points: 143 Composition: 1-2 Ironclad Dreadnoughts |
| Wargear Ironclad Dreadnought: 2 Dreadnought Missile Launchers | Options May add up to two more Dreadnoughts for +138 points each Any Dreadnought may swap any Dreadnought Missile Launcher for H Any Blood Angels Dreadnought may swap any Dreadnought Missile Launcher for BAW Any Space Wolf Dreadnought may swap Dreadnought Missile Launcher for SWE or SWW Any Dreadnought may take up to 2 M Any Dreadnought may take up to one of each E Any Blood Angels Dreadnought may take one up one of each BAE | Rules Ironclad Dreadnought: Vehicle Combat Walker Adjusted Tactics Bolter Discipline Know No Fear Night Vision Shock Assault Steady |
| Special Wargear: | Special Wargear Upgrades: E Extra Armour +5 points E Smoke Launchers +10 points | |

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| | SWE Blizzard Shield +24 points BAE Magna Grapple +2 points | 4+ Invulnerability Save This model ignores Models and Terrain when Moving, Advancing, Charging, or Falling Back |
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| Selection | Name | Range | S | AP | Rules |
|-------------------|---|-----------------------|----------------|-----------------|---|
| H | Dreadnought Missile Launcher | 48 Or 48 | 8 Or 4 | 3+ Or 6+ | Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3" Blast, Hull, Primary |
| H +2 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Hull, Primary |
| H +3 points | 2 Linked Autocannons | 48 | 7 | 4+ | Heavy 2 x2, Monsterbane, Hull, Primary |
| H +5 points | Assault Cannon | 36 | 6 | 4+ | Assault 6, Rending, Hull, Primary |
| H +11 points | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Hull, Primary |
| H +12 points | Dreadnought Combat Weapon and Stormbolter | Melee And 24 | X2 And 4 | 2+ And 5+ | Slow, Monsterbane, Primary And Rapid Fire 2, Bolter, Hull |
| H +14 points | Dreadnought Combat Weapon and Heavy Flamer | Melee And Flame | X2 And 5 | 2+ And 4+ | Slow, Monsterbane, Primary And Assault 1, Hull |
| H +21 points | Seismic Hammer and Stormbolter | Melee And 24 | X2 And 4 | 1+ And 5+ | Slow, Monsterbane, Reroll 1s To Hit, Primary And Rapid Fire 2, Bolter, Hull |
| H +23 points | Seismic Hammer and Heavy Flamer | Melee And Flame | X2 And 5 | 1+ And 4+ | Slow, Monsterbane, Reroll 1s To Hit, Primary And Assault 1, Hull |
| H +28 points | Heavy Plasma Cannon | 48 | 8 | 2+ | Heavy 1, 5" Blast, Monsterbane, Hull, Primary |
| H +30 points | Seismic Hammer and Meltagun | Melee And 12 | X2 And 8 | 1+ And 1+ | Slow, Monsterbane, Reroll 1s To Hit, Primary And Assault 1, Melta, (Monsterbane), Hull |
| BAW +3 points | Frag Cannon | 18 | 6 | - | Pistol 6, Rending, Hull, Primary |
| SWW +16 points | Helfrost Cannon | 36 Or 36 | 8 Or 6 | 1+ Or 3+ | Heavy 1, Lance, Monsterbane, Hull, Primary Or Heavy 1, 5" Blast, Hull, Primary |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |

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| Leviathan Dreadnought Leviathan | M WS BS S FA SA RA W I A Ld Sv 8 3+ 3+ 7 13 12 10 14 4 4 9 3+ | Points: 191 Composition: 1 Leviathan |
| Wargear Leviathan: 2 Hellfire Plasma Carronades 2 Linked Heavy Flamers Atomantic Shielding | Options May swap any Hellfire Plasma Carronade for T May swap 2 Linked Heavy Flamers for H May take up to three M May take up to one of each E | Rules Leviathan: Vehicle Combat Walker Adjusted Tactics Know No Fear Night Vision Shock Assault Steady |
| Special Wargear: Atomantic Shielding – 5+ Invulnerability Save | Special Wargear Upgrades: E Extra Armour +5 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|------------------------------------|--------------------|----------------|-----------------|--|
| T | Hellfire Plasma Carronade | 36 | 7 | 2+ | Heavy 3, Gets Hot!, Hull, Primary |
| T +5 points | Anvillus Auto Cannon | 36 | 7 | 4+ | Heavy 4, Monsterbane, Hull, Primary |
| T +7 points | Volkite Falconet | 36 | 8 | 3+ | Heavy 1, Beam, Monsterbane, Hull, Primary |
| T +8 points | Arachnus Heavy Lascannon | 48 | 9 | 2+ | Heavy 2, Monsterbane, Hull, Primary |
| T +18 points | Grav Flux Bombard | 24 | * | - | Heavy 1, 5" Blast, Grav, Hull, Primary |
| T +22 points | Storm Cannon Array | 48 | 7 | 4+ | Heavy 12, Monsterbane, Hull, Primary |
| T +35 points | Cyclonic Melta Lance | 18 | 9 | 1+ | Heavy 1, 5" Blast, Melta, (Monsterbane), Hull, Primary |
| T +38 points | Leviathan Siege Drill and Meltagun | Melee And 12 | D And 1+ | 1+ And 1+ | Destroyer, Monsterbane, Auxiliary, Primary And Assault 1, Melta, (Monsterbane) |
| T +42 points | Leviathan Siege Claw and Meltagun | Melee And 12 | X2 And 8 | 2+ And 1+ | Slow, Monsterbane, Primary And Assault 1, Melta, (Monsterbane) |
| H | 2 Linked Heavy Flamers | Flame | 5 | 4+ | Assault 1 x2, Hull |

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|-------------|---------------------------|-----|----|----|--|
| H +2 points | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Hull |
| H +2 points | 2 Linked Volkite Calivers | 30 | 5 | 5+ | Heavy 2 x2, Beam, Hull |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |

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|--|---|--|
| Redemptor Dreadnought Redemptor Dreadnought | M WS BS S FA SA RA W I A Ld Sv 8 3+ 3+ 7 14 12 11 13 4 4 9 3+ | Points: 204 Composition: 1 Redemptor Dreadnought |
| Wargear Redemptor Dreadnought: 2 Ballistus Missile Launchers 2 Linked Stormbolters | Options May swap any Ballistus Missile Launcher for H May swap 2 Linked Stormbolters for S May take one M May take up to one of each E | Rules Redemptor Dreadnought: Vehicle Combat Walker Bolter Discipline Know No Fear Night Vision Shock Assault Steady Stubborn |
| Special Wargear: | Special Wargear Upgrades: E Extra Armour +5 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|--|--------------------|----------------|-----------------|--|
| H | Ballistus Missile Launcher | 48 Or 48 | 9 Or 5 | 3+ Or 6+ | Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3" Blast, Hull, Primary |
| H +8 points | Heavy Onslaught Gatling Cannon | 24 | 6 | 4+ | Heavy 12, Hull, Primary |
| H +8 points | Dreadnought Combat Weapon and Fragstorm Grenade Launcher | Melee And 18 | X2 And 4 | 2+ And - | Slow, Monsterbane, Primary And Assault 1, 3" Blast, Hull |
| H +9 point | Dreadnought Combat Weapon and Stormbolter | Melee And 24 | X2 And 4 | 2+ And 5+ | Slow, Monsterbane, Primary And Rapid Fire 2, Bolter, Hull |
| H +12 points | Dreadnought Combat Weapon and 2 Linked Bolt Rifles | Melee And 30 | X2 And 4 | 2+ And 4+ | Slow, Monsterbane, Primary And Rapid Fire 1 x2, Bolter, Hull |
| H +13 points | 2 Linked Ballistus Lascannons | 48 | 10 | 2+ | Heavy 1 x2, Monsterbane, Hull, Primary |

| | | | | | |
|--------------|--|--------------------|----------------|----------------|---|
| H +17 points | Macro Plasma Incinerator | 36 | 9 | 2+ | Heavy 1, 5" Blast, Monsterbane, Hull, Primary |
| H +21 points | Brutalis Talon | Melee | X2 | 1+ | Extra Attack 1, Slow, Monsterbane, Primary |
| H +22 points | Dreadnought Combat Weapon and Onslaught Gatling Cannon | Melee And 24 | X2 And 4 | 2+ And - | Slow, Monsterbane, Primary And Heavy 10, Hull |
| S | 2 Linked Stormbolters | 24 | 4 | 5+ | Rapid Fire 2 x2, Bolter, Hull |
| S +4 points | 2 Linked Heavy Flamers | Flame | 5 | 4+ | Assault 1 x2, Hull |
| S +6 points | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Hull |
| S +28 points | 2 Linked Multimeltas | 24 | 8 | 1+ | Heavy 2 x2, Melta, (Monsterbane), Hull |
| M +6 points | Icarus Rocket Pod | 24 | 7 | 4+ | Heavy 2 AA |
| M +22 points | 2 Linked Heavy Stubbers | 36 | 5 | 6+ | Heavy 3 x2, Turret |

Fast Attack 0-3 Slots

Infantry

| | | |
|--|---|--|
| Assault Squad Sergeant Marine | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 4 2 9 3+ 6 3+ 3+ 4 4 2 4 1 8 3+ | Points: 179 Composition: 1 Sergeant 4-9 Marines |
| Wargear Sergeant: Bolt Pistol Chainsword Frag Grenades Krak Grenades Marine: Bolt Pistol Chainsword Frag Grenades Krak Grenades | Options May take up to 5 more Marines for +35 points each Space Wolf Tactical Squad may upgrade a model to a Sergeant for +4 points Sergeant may swap Bolt Pistol for P or A Sergeant may swap Chainsword for M Sergeant may swap Krak Grenades for G Two Marines may take S or swap Bolt Pistol for Plasma Pistol Two Blood Angels Marines may take BAS if they did not take S | Rules Sergeant: Character Infantry Adjusted Tactics Know No Fear Tactical Squads Night Vision Objective Secured Shock Assault Marine: Infantry Adjusted Tactics Know No Fear Tactical Squads Night Vision Objective Secured |

| | | |
|-------------------------|---|----------------------|
| | Two Marines may swap Chainsword for Eviscerator The entire squad may take B | Shock Assault |
| Special Wargear: | Special Wargear Upgrades: A Stormshield +11 points B Jump Packs +10 points per model | M+6, Deepstrike, Fly |

| Selection | Name | Range | S | AP | Rules |
|----------------|----------------|-------|------|----|--|
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| P +8 points | Grav Pistol | 12 | * | - | Pistol 1, Grav |
| P +24 points | Inferno Pistol | 6 | 8 | 1+ | Pistol 1, Melta, (Monsterbane) |
| M | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +4 points | Power Axe | Melee | +2 | 4+ | None |
| M +5 points | Power Maul | Melee | +2 | 4+ | Concussion |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +11 points | Eviscerator | Melee | +3 | 2+ | None |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| S +8 points | Flamer | Flame | 4 | 5+ | Assault 1 |
| BAS +10 points | Plasma Gun | 24 | 7 | 2+ | Rapid Fire 1, Gets Hot! |
| BAS +25 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane) |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

Steeds

| | | |
|---|---|---|
| Attack Bike Squad Attack Bike | M WS BS S T W I A Ld Sv 12 3+ 3+ 4 5 4 4 2 8 3+ | Points: 82 Composition: 1-3 Attack Bikes |
| Wargear Attack Bike: Heavy Bolter Stormbolter Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May take up to two more Attack Bikes for +82 points each Any model may swap Heavy Bolter for H | Rules Attack Bike: Infantry Steed Adjusted Tactics Know No Fear Tactical Squads Night Vision Objective Secured Shock Assault Weapons Platform – This model counts as not moving for the purpose of Shooting |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|---------------|-------|---|----|-------------------------------|
| R | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| H | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| H +18 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane) |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |

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|---|---|--|
| Bike Squad Sergeant Marine Attack Bike | M WS BS S T W I A Ld Sv 12 3+ 3+ 4 5 3 4 2 9 3+ 12 3+ 3+ 4 5 3 4 1 8 3+ 12 3+ 3+ 4 5 4 4 2 8 3+ | Points: 163 Composition: 1 Sergeant 2-8 Marines 0-1 Attack Bikes |
| Wargear Sergeant: Stormbolter Bolt Pistol Combat Knife Frag Grenades Krak Grenades Marine: Stormbolter Bolt Pistol Combat Knife Frag Grenades Krak Grenades Attack Bike: Heavy Bolter Stormbolter Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May take up to 6 more Marines for +53 points each Sergeant may swap Bolt Pistol for P or A Sergeant may swap Chainsword for M Sergeant may swap Krak Grenades for G Up to Two Marines may swap Bolt Pistol for S or Plasma Pistol May take up to one Attack Bike for +82 points Attack Bike may swap Heavy Bolter for H | Rules Sergeant: Character Infantry Steed Adjusted Tactics Know No Fear Tactical Squads Night Vision Objective Secured Shock Assault Marine: Infantry Steed Adjusted Tactics Know No Fear Tactical Squads Night Vision Objective Secured Shock Assault Attack Bike: Infantry Steed Adjusted Tactics Know No Fear Tactical Squads Night Vision Objective Secured Shock Assault Weapons Platform – This model counts as not moving for the purpose of Shooting |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|--------------|-------------|---------|----------|----------------------|
| R | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| OR +6 points | Combi Flamer | Flame Or | 4 Or | 5+ Or | Assault 1 Or |

| | | | | | |
|---------------|----------------|----------------|--------------|----------------|---|
| | | 24 | 4 | 5+ | Rapid Fire 1, Bolter |
| OR +8 points | Combi Grav | 18 Or 24 | * Or 4 | - Or 5+ | Rapid Fire 1, Grav Or Rapid Fire 1, Bolter |
| OR +8 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter |
| OR +23 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| P +8 points | Grav Pistol | 12 | * | - | Pistol 1, Grav |
| P +24 points | Inferno Pistol | 6 | 8 | 1+ | Pistol 1, Melta, (Monsterbane) |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +4 points | Power Axe | Melee | +2 | 4+ | None |
| M +5 points | Power Maul | Melee | +2 | 4+ | Concussion |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| S +5 points | Flamer | Flame | 4 | 5+ | Assault 1 |
| S +7 points | Grav Gun | 18 | * | - | Rapid Fire 1, Grav |
| S +7 points | Plasma Gun | 24 | 7 | 2+ | Rapid Fire 1, Gets Hot! |
| S +22 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane) |
| H | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| H +18 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane) |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

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|--|--|---|
| Outrider Squad Sergeant Marine | M WS BS S T W I A Ld Sv 12 3+ 3+ 4 5 3 4 3 9 3+ 12 3+ 3+ 4 5 3 4 2 8 3+ | Points: 217 Composition: 1 Sergeant 2-5 Marines |
| Wargear Sergeant: 2 Linked Bolt Rifles Heavy Bolt Pistol Chainsword Frag Grenades Krak Grenades Marine: 2 Linked Bolt Rifles Heavy Bolt Pistol Chainsword Frag Grenades Krak Grenades | Options May take up to 3 more Marines for +71 points each Sergeant may swap Krak Grenades for G | Rules Sergeant: Character Steed Infantry Bolter Discipline Know No Fear Transhuman Physiology Night Vision Shock Assault Stubborn Devastating Charge – This model gains A+1 on the Phase it counts as Charging. Marine: Infantry Steed Bolter Discipline Know No Fear Transhuman Physiology Night Vision Shock Assault Stubborn Devastating Charge – This model gains A+1 on the Phase it counts as Charging. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-------------|----------------------|-------|------|----|--|
| R | 2 Linked Bolt Rifles | 30 | 4 | 4+ | Rapid Fire 1 x2, Bolter |
| P | Heavy Bolt Pistol | 18 | 4 | 4+ | Pistol 1 |
| M | Chainsword | Melee | User | 6+ | Rending |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

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|--|---|---|
| Scout Bike Squad Sergeant Scout | M WS BS S T W I A Ld Sv 12 3+ 3+ 4 5 3 4 2 9 4+ 12 3+ 3+ 4 5 3 4 1 8 4+ | Points: 175 Composition: 1 Sergeant 2-9 Scouts |
| Wargear Sergeant: Stormbolter Shotgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades Marine: Stormbolter Shotgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May take up to 7 more Scouts for +57 points each Sergeant may swap Shotgun for OR or OS Sergeant may swap Bolt Pistol for P or A Sergeant may swap Chainsword for M Sergeant may swap Krak Grenades for G Any model may swap Stormbolter for S | Rules Sergeant: Character Infantry Steed Adjusted Tactics Know No Fear Tactical Squads Night Vision Objective Secured Outflank Shock Assault Marine: Infantry Steed Adjusted Tactics Know No Fear Tactical Squads Night Vision Objective Secured Outflank Shock Assault |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|---------------|--------------|-------------------|--------------|----------------|---|
| R | Shotgun | 12 | 4 | - | Assault 2, Scatter |
| OR +7 points | Combi Flamer | Flame Or 24 | 4 Or 4 | 5+ Or 5+ | Assault 1 Or Rapid Fire 1, Bolter |
| OR +9 points | Combi Grav | 18 Or 24 | * Or 4 | - Or 5+ | Rapid Fire 1, Grav Or Rapid Fire 1, Bolter |
| OR +9 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter |
| OR +24 points | Combi Melta | 12 Or | 8 Or | 1+ Or | Assault 1, Melta, (Monsterbane) Or |

| | | | | | |
|---------------|------------------------|----------------|--------------|---------------|---|
| | | 24 | 4 | 5+ | Rapid Fire 1, Bolter |
| OS +6 points | Flamer | Flame | 4 | 5+ | Assault 1 |
| OS +8 points | Grav Gun | 18 | * | - | Rapid Fire 1, Grav |
| OS +8 points | Plasma Gun | 24 | 7 | 2+ | Rapid Fire 1, Gets Hot! |
| OS +23 points | Meltagun | 12 | 8 | 1+ | Assault 1, Melta, (Monsterbane) |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| P +8 points | Grav Pistol | 12 | * | - | Pistol 1, Grav |
| P +24 points | Inferno Pistol | 6 | 8 | 1+ | Pistol 1, Melta, (Monsterbane) |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +4 points | Power Axe | Melee | +2 | 4+ | None |
| M +5 points | Power Maul | Melee | +2 | 4+ | Concussion |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| R | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| S +10 points | Scout Grenade Launcher | 30 Or 30 | 8 Or 3 | 4+ Or - | Assault 1, Monsterbane Or Assault 1, 3" Blast |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

Monstrous Infantry

| | | |
|---|--|--|
| Interceptor Squad Sergeant Interceptor | M WS BS S T W I A Ld Sv 12 3+ 3+ 4 5 3 4 3 9 3+ 12 3+ 3+ 4 5 3 4 2 8 3+ | Points: 311 Composition: 1 Sergeant 2-5 Interceptors |
| Wargear Sergeant: Dual Assault Bolters Aggressor: Dual Assault Bolters | Options May take up to 3 more Interceptors for +106 points each Any model may swap Dual Assault Bolters for S | Rules Sergeant: Character Monstrous Infantry Know No Fear Transhuman Physiology Deepstrike Fly Night Vision Shock Assault Stubborn Very Bulky Aggressor: Monstrous Infantry Know No Fear Transhuman Physiology Deepstrike Fly Night Vision Shock Assault Stubborn Very Bulky |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|----------------------------------|-------|---|----|-------------------------|
| S | Dual Assault Bolters | 18 | 5 | 4+ | Assault 3 x2 |
| S +14 points | Dual Assault Plasma Incinerators | 30 | 7 | 2+ | Assault 3 x2, Gets Hot! |

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|--|---|---|
| Suppressor Squad Sergeant Suppressor | M WS BS S T W I A Ld Sv 12 3+ 3+ 4 5 3 4 3 9 3+ 12 3+ 3+ 4 5 3 4 2 8 3+ | Points: 357 Composition: 1 Sergeant 2-5 Suppressors |
| Wargear Sergeant: Accelerator Autocannon Bolt Pistol Frag Grenades Krak Grenades Suppressor: Accelerator Autocannon Bolt Pistol Frag Grenades Krak Grenades | Options May take up to 3 more Suppressors for +124 points each Any model may swap Dual Assault Bolters for S | Rules Sergeant: Character Monstrous Infantry Know No Fear Transhuman Physiology Deepstrike Fly Night Vision Shock Assault Stubborn Very Bulky Suppressor: Monstrous Infantry Know No Fear Transhuman Physiology Deepstrike Fly Night Vision Shock Assault Stubborn Very Bulky |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|-------------------------------|-------|---|----|-------------------------------|
| H | Mobile Accelerator Autocannon | 48 | 7 | 4+ | Heavy 3, Pinning, Monsterbane |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |

Vehicles

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|--|--|---|
| Deathstorm Drop Pod Deathstorm Drop Pod | M WS BS S FA SA RA W I A Ld Sv - - 3+ 6 12 12 12 8 - - 10 3+ | Points: 133 Composition: 1 Deathstorm Drop Pod |
| Wargear Deathstorm Drop Pod: 5 Deathstorm Missile Pods | Options May swap 5 Deathstorm Missile Pods for H | Rules Deathstorm Drop Pod: Vehicle Tank Adjusted Tactics Know No Fear Deepstrike Immobile Night Vision Drop Pod – This model acts like a Titanic unit when arriving by Deepstrike for displacing models and causing Auto Hits. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|---------------------------|-------|---|----|--|
| H | 5 Deathstorm Missile Pods | 18 | 8 | 3+ | Heavy 2 x5, Monsterbane, Hull, Primary |
| H +55 points | 5 Assault Cannons | 36 | 6 | 4+ | Assault 6 x5, Rending, Hull |

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|--|--|---|
| Invader ATV ATV | M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 5 10 11 10 8 1 3 9 3+ | Points: 120 Composition: 1-3 ATVs |
| Wargear ATV: Onslaught Gatling Cannon 2 Linked Auto Bolt Rifles | Options May take up to two more ATVs for +120 points each Any model may swap any Onslaught Gatling Cannon for H Any model may take up to one of each E | Rules ATV: Vehicle Tank Know No Fear Night Vision Shock Assault Stubborn |
| Special Wargear: | Special Wargear Upgrades: E Extra Armour +5 points | |

| Selection | Name | Range | S | AP | Rules |
|-----------|------|-------|---|----|-------|
|-----------|------|-------|---|----|-------|

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|-------------|------------------------------|----|---|----|---|
| H | Onslaught Gatling Cannon | 24 | 4 | - | Heavy 10, Turret, Primary |
| H +0 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Turret, Primary |
| R | 2 Linked Auto Bolt Rifles | 24 | 4 | 6+ | Assault 3 x2, Hull |

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|---|--|--|
| Javelin Speeder Javelin Speeder | M WS BS S FA SA RA W I A Ld Sv 16 5+ 3+ 5 11 11 10 9 1 2 9 3+ | Points: 109 Composition: 1-3 Javelin Speeders |
| Wargear Javelin Speeder: Heavy Bolter 2 Linked Lascannons | Options May take up to two more Javelin Speeders for +109 points each Any model may swap Heavy Bolter for H Any model may swap 2 Linked Lascannons for T Any model may take up to two M Any model may take up to one of each E | Rules Javelin Speeder: Vehicle Tank Adjusted Tactics Know No Fear Deepstrike Fly Night Vision Open Topped Shock Assault |
| Special Wargear: | Special Wargear Upgrades: E Extra Armour +5 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|--|----------------|--------------|----------------|--|
| H | Heavy Bolter | 36 | 5 | 4+ | Heavy 3, Sponson |
| H +14 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Hull |
| T | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Hull, Primary |
| T +8 points | 2 Linked Javelin Missile Launchers | 36 Or 36 | 8 Or 4 | 3+ Or 6+ | Heavy 3 x2, Monsterbane, Hull, Primary Or Heavy 3 x2, 3" Blast, Hull, Primary |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |

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|--|--|--|
| Land Speeder Land Speeder | M WS BS S FA SA RA W I A Ld Sv 16 5+ 3+ 5 10 10 10 7 1 2 9 3+ | Points: 106 Composition: 1-3 Land Speeders |
| Wargear Land Speeder: Heavy Flamer T Heavy Flamer H | Options May take up to two more Land Speeders for +106 points each Any model may swap Heavy Flamer T for T Any model may swap Heavy Flamer H for H Any model may take up to one of each E | Rules Land Speeder: Vehicle Tank Adjusted Tactics Know No Fear Deepstrike Fly Night Vision Open Topped Shock Assault |
| Special Wargear: | Special Wargear Upgrades: E Data Link +5 points E Extra Armour +5 points | Target Whirlwind unit may reroll the Scatter Dice for templates |

| Selection | Name | Range | S | AP | Rules |
|--------------|--------------------------|----------------|--------------|----------------|--|
| T | Heavy Flamer | Flame | 5 | 4+ | Assault 1, Turret, Primary |
| T +2 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3, Turret, Primary |
| T +14 points | Cyclone Missile Launcher | 36 Or 36 | 8 Or 4 | 3+ Or 6+ | Heavy 2, Monsterbane, Turret, Primary Or Heavy 2, 3" Blast, Turret, Primary |
| T +23 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Turret, Primary |
| T +34 points | Assault Cannon | 36 | 6 | 4+ | Assault 6, Rending, Turret, Primary |
| H | Heavy Flamer | Flame | 5 | 4+ | Assault 1, Hull |
| H +1 point | Heavy Bolter | 36 | 5 | 4+ | Heavy 3, Hull |
| H +11 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Hull |
| H +17 points | Assault Cannon | 36 | 6 | 4+ | Assault 6, Rending, Hull |

| | | |
|---|--|--|
| Land Speeder Tempest Tempest | M WS BS S FA SA RA W I A Ld Sv 16 5+ 3+ 5 12 12 10 7 1 2 9 3+ | Points: 134 Composition: 1-3 Tempests |
| Wargear Tempest: Cyclone Missile Launcher Assault Cannon | Options May take up to two more Land Speeders for +134 points each | Rules Tempest: Vehicle Tank Adjusted Tactics Know No Fear Deepstrike Fly Night Vision Shock Assault |
| Special Wargear: | Special Wargear Upgrades: E Extra Armour +5 points | |

| Selection | Name | Range | S | AP | Rules |
|-----------|--------------------------|----------------|--------------|----------------|--|
| H | Cyclone Missile Launcher | 36 Or 36 | 8 Or 4 | 3+ Or 6+ | Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3" Blast, Hull, Primary |
| H | Assault Cannon | 36 | 6 | 4+ | Assault 6, Rending, Hull |

| | | |
|---|--|---|
| Scout Speeder Scout Speeder | M WS BS S FA SA RA W I A Ld Sv 16 5+ 3+ 5 10 10 10 7 1 2 9 3+ | Points: 84 Composition: 1-3 Scout Speeders |
| Wargear Scout Speeder: Fragstorm Grenade Launcher Heavy Bolter | Options May take up to two more Land Speeders for +84 points each Any model may swap Heavy Any model may take up to four R Any model may take up to one of each E | Rules Scout Speeder: Vehicle Tank Adjusted Tactics Bolter Discipline Know No Fear Scout Deepstrike Fly Night Vision Open Topped Shock Assault |
| Special Wargear: | Special Wargear Upgrades: E Data Link +5 points | Target Whirlwind unit may reroll the Scatter Dice for templates |

| | | |
|--|--------------------------|--|
| | E Extra Armour +5 points | |
|--|--------------------------|--|

| Selection | Name | Range | S | AP | Rules |
|-------------|----------------------------|-------|---|----|-------------------------------|
| H | Fragstorm Grenade Launcher | 18 | 4 | - | Assault 1, 3" Blast, Hull |
| S | Heavy Bolter | 36 | 5 | 4+ | Heavy 3, Sponson, Primary |
| R +1 points | Shotgun | 12 | 4 | - | Assault 2, Scatter, Sponson |
| R +3 points | Boltgun | 24 | 4 | 5+ | Rapid Fire 1, Sponson, Bolter |
| R +6 points | Sniper Rifle | 36 | 4 | 6+ | Heavy 1, Sniper (3+), Sponson |

| | | |
|--|--|---|
| Storm Speeder Storm Speeder | M WS BS S FA SA RA W I A Ld Sv 16 5+ 3+ 5 12 11 10 10 1 3 9 3+ | Points: 139 Composition: 1 Storm Speeder |
| Wargear Storm Speeder: 2 Linked Heavy Stubbers Onslaught Gatling Cannon 2 Linked Fragstorm Grenade Launchers | Options May swap 2 Linked Heavy Stubbers for T May swap any Onslaught Gatling Cannon for H May swap 2 Linked Fragstorm Grenade Launchers for S Any model may take up to one of each E | Rules Storm Speeder: Vehicle Tank Know No Fear Deepstrike Fly Night Vision Open Topped Shock Assault Stubborn |
| Special Wargear: | Special Wargear Upgrades: E Extra Armour +5 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|---|-------|----|----|--|
| T | 2 Linked Heavy Stubbers | 36 | 5 | 6+ | Heavy 3 x2, Turret, Primary |
| T +20 points | 2 Linked Hammerstrike Missile Launchers | 36 | 8 | 2+ | Heavy 2 x2, Monsterbane, Turret, Primary |
| T +36 points | 2 Linked Stormfury Missiles | 48 | 10 | 2+ | Heavy 1 x2, Monsterbane, Turret, Primary |
| H | Las Talon | 36 | 9 | 2+ | Heavy 2, Monsterbane, Hull |
| H +3 points | Onslaught Gatling Cannon | 24 | 4 | - | Heavy 10, Hull |

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|--------------|--------------------------------------|----|---|----|-------------------------------------|
| H +4 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Hull |
| S | 2 Linked Fragstorm Grenade Launchers | 18 | 4 | - | Assault 1 x2, 3" Blast, Hull |
| S +4 points | 2 Linked Krakstorm Grenade Launchers | 18 | 6 | 4+ | Assault 1 x2, Hull |
| S +10 points | 2 Linked Icarus Rocket Pods | 24 | 7 | 4+ | Heavy 2 x2, AA, Hull |

Heavy Support 0-3 Slots

Artillery

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|--|---|---|
| Firestrike Servo Turrets Servo Turret | M WS BS S T W I A Ld Sv - 3+ 3+ 4 7 5 4 2 8 3+ | Points: 103 Composition: 1-3 Servo Turrets |
| Wargear Servo Turret: 2 Linked Accelerator Autocannons Combat Knife | Options May take up to 2 more Servo Turrets for +103 points each Any model may swap 2 Linked Accelerator Autocannons for H | Rules Servo Turret: Monster Know No Fear Immobile Night Vision Stubborn |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-------------|----------------------------------|-------|------|----|-------------------------|
| H | 2 Linked Accelerator Autocannons | 48 | 7 | 4+ | Heavy 3 x2, Monsterbane |
| H +4 points | 2 Linked Las Talons | 24 | 9 | 2+ | Heavy 2 x2, Monsterbane |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |

| | | |
|---|--|--|
| Rapier Carriers Rapier | M WS BS S T W I A Ld Sv 4 3+ 3+ 4 5 5 4 1 8 3+ | Points: 108 Composition: 1-3 Rapiers |
| Wargear Rapier: Graviton Cannon Boltgun Bolt Pistol | Options May add up to 2 more Rapiers for +108 points | Rules Rapier: Monster Adjusted Tactics Bolter Discipline |

| | | |
|--|----------------------------------|---|
| Combat Knife Frag Grenades Krak Grenades | | Know No Fear Night Vision Shock Assault |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|---------------|---------------------------|-------|------|----|-----------------------------------|
| H | Graviton Cannon | 36 | * | - | Heavy 1, 5" Blast, Grav |
| H +13 points | 4 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x4 |
| H +117 points | 4 Linked Laser Destroyers | 60 | 9 | 2+ | Heavy 1 x4, Monsterbane, Ordnance |
| R | Boltgun | 24 | 4 | 5+ | Rapid Fire 1, Bolter |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |

| | | |
|--|--|--|
| Thunderfire Cannons Thunderfire | M WS BS S T W I A Ld Sv 4 3+ 3+ 4 7 5 4 3 9 3+ | Points: 222 Composition: 1-3 Thunderfires |
| Wargear Thunderfire: Thunderfire Cannon Bolt Pistol Plasma Pistol Flamer Ommissionian Axe Servo Arm | Options May add up to 2 more Thunderfire Cannons for +222 points | Rules Thunderfire: Monster Know No Fear Night Vision Shock Assault Emergency Repair – Target Monster, Titanic Monster, Vehicle, or Titanic Vehicle regains 1 lost Wound. |
| Special Wargear: Servo Arm – Each model with a Servo Arm may add +1 to a Repair die roll to restore a weapon or mobilize result. | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|--------------------|----------------|--------------|----------------|---|
| H | Thunderfire Cannon | 60 Or 60 | 8 Or 4 | 3+ Or 5+ | Heavy 4, Monsterbane Or Heavy 4, 3" Blast, Indirect |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| S | Flamer | Flame | 4 | 5+ | Assault 1 |
| M | Ommissionian Axe | Melee | +3 | 4+ | None |

| | | | | | |
|---|-----------|-------|----|----|---|
| M | Servo Arm | Melee | X2 | 2+ | Slow, Monsterbane, Servo Arm, Auxiliary |
|---|-----------|-------|----|----|---|

Infantry

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| Desolation Squad Sergeant Marine | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 4 3 9 3+ 6 3+ 3+ 4 4 2 4 2 8 3+ | Points: 354 Composition: 1 Sergeant 4-9 Marines |
| Wargear Sergeant: Castellan Launcher Superfrag Launcher Bolt Pistol Combat Knife Frag Grenades Krak Grenades Marine: Castellan Launcher Superfrag Launcher Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May take up to 5 more Marines for +70 points each Sergeant may swap Superfrag Launcher for H or OH Sergeant may swap Combat Knife for M Sergeant may swap Krak Grenades for G All Marines may swap their Superfrag Launchers for the same H | Rules Sergeant: Character Infantry Know No Fear Transhuman Physiology Bulky Night Vision Shock Assault Stubborn Marine: Infantry Know No Fear Transhuman Physiology Night Vision Shock Assault Stubborn |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|------------------------|--------------------|-------|------|----|---|
| H | Superfrag Launcher | 48 | 6 | 4+ | Heavy 1, 3" Blast |
| H +12 points per model | Superkrak Launcher | 48 | 10 | 1+ | Heavy 1 x2, Monsterbane, One Use Only |
| OH +3 points | Vengor Launcher | 48 | D | 1+ | Heavy 1, Destroyer, Monsterbane, One Use Only |
| R | Castellan Launcher | 36 | 5 | 5+ | Heavy 3 |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |

| | | | | | |
|-------------|---------------|---|---|----|--|
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

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|--|--|---|
| Devastator Squad Sergeant Marine | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 4 2 9 3+ 6 3+ 3+ 4 4 2 4 1 8 3+ | Points: 199 Composition: 1 Sergeant 4-9 Marines |
| Wargear Sergeant: Boltgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades Marine: Boltgun Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May take up to 5 more Marines for +39 points each Space Wolf Tactical Squad may upgrade a model to a Sergeant for +4 points Sergeant(s) may swap Boltgun for OR or A Sergeant(s) may swap Bolt Pistol for P Sergeant(s) may swap Combat Knife for M Sergeant(s) may swap Krak Grenades for G Space Wolf Sergeant(s) may take one B Four Marines MUST swap Boltgun for H | Rules Sergeant: Character Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Night Vision Objective Secured Shock Assault Marine: Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Night Vision Objective Secured Shock Assault |
| Special Wargear: | Special Wargear Upgrades: A Stormshield +10 points B Terminator Armour +6 points | M-2, W+1, 5+ Invulnerability Save, Lose P and G weapons, Lose Infantry, Objective Secured. Gain Monstrous Infantry, Steady. |

| Selection | Name | Range | S | AP | Rules |
|--------------|--------------|-------------------|--------------|----------------|---|
| R | Boltgun | 24 | 4 | 5+ | Rapid Fire 1, Bolter |
| OR +2 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter |
| OR +6 points | Combi Flamer | Flame Or 24 | 4 Or 4 | 5+ Or 5+ | Assault 1 Or Rapid Fire 1, Bolter |
| OR +8 points | Combi Grav | 18 Or | * Or | - Or | Rapid Fire 1, Grav Or |

| | | | | | |
|---------------|------------------|----------------|--------------|----------------|---|
| | | 24 | 4 | 5+ | Rapid Fire 1, Bolter |
| OR +8 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter |
| OR +23 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +3 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +7 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| P +8 points | Grav Pistol | 12 | * | - | Pistol 1, Grav |
| P +24 points | Inferno Pistol | 6 | 8 | 1+ | Pistol 1, Melta, (Monsterbane) |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +4 points | Power Axe | Melee | +2 | 4+ | None |
| M +5 points | Power Maul | Melee | +2 | 4+ | Concussion |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| H +7 points | Heavy Flamer | Flame | 5 | 4+ | Assault 1 |
| H +9 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3 |
| H +14 points | Plasma Cannon | 36 | 7 | 2+ | Heavy 1, 3" Blast, Gets Hot! |
| H +14 points | Grav Cannon | 30 | * | - | Heavy 1, 3" Blast, Grav |
| H +19 points | Missile Launcher | 48 Or 48 | 8 Or 4 | 3+ Or 6+ | Heavy 1, Monsterbane Or Heavy 1, 3" Blast |
| H +21 points | Lascannon | 48 | 9 | 2+ | Heavy 1, Monsterbane |
| H +27 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane) |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

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| Infernus Squad Sergeant Marine | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 4 3 9 3+ 6 3+ 3+ 4 4 2 4 2 8 3+ | Points: 254 Composition: 1 Sergeant 4-9 Marines |
| Wargear Sergeant: Heavy Flamer Bolt Pistol Combat Knife Frag Grenades Krak Grenades Marine: Heavy Flamer Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May take up to 5 more Marines for +50 points each Sergeant may swap Bolt Pistol for P Sergeant may swap Combat Knife for M Sergeant may swap Krak Grenades for G The entire unit may swap Assault Plasma Incinerators for the same R | Rules Sergeant: Character Infantry Know No Fear Transhuman Physiology Bulky Night Vision Shock Assault Stubborn Marine: Infantry Know No Fear Transhuman Physiology Night Vision Shock Assault Stubborn |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|----------------|-------|------|----|--|
| R | Heavy Flamer | Flame | 5 | 4+ | Assault 1 |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +1 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +5 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

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| Hellblaster Squad Sergeant Marine | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 2 4 3 9 3+ 6 3+ 3+ 4 4 2 4 2 8 3+ | Points: 244 Composition: 1 Sergeant 4-9 Marines |
| Wargear Sergeant: Assault Plasma Incinerator Bolt Pistol Combat Knife Frag Grenades Krak Grenades Marine: Assault Plasma Incinerator Bolt Pistol Combat Knife Frag Grenades Krak Grenades | Options May take up to 5 more Marines for +48 points each Sergeant may swap Bolt Pistol for P Sergeant may swap Combat Knife for M Sergeant may swap Krak Grenades for G The entire unit may swap Assault Plasma Incinerators for the same R | Rules Sergeant: Character Infantry Know No Fear Transhuman Physiology Bulky Night Vision Shock Assault Stubborn Marine: Infantry Know No Fear Transhuman Physiology Night Vision Shock Assault Stubborn |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------------------|----------------------------|-------|------|----|---------------------------------|
| R | Assault Plasma Incinerator | 24 | 5 | 2+ | Assault 3, Gets Hot! |
| R +3 points per model | Plasma Incinerator | 30 | 7 | 2+ | Rapid Fire 1, Gets Hot! |
| R +8 points per model | Heavy Plasma Incinerator | 36 | 9 | 2+ | Heavy 1, Monsterbane, Gets Hot! |
| P | Bolt Pistol | 12 | 4 | 5+ | Pistol 1 |
| P +1 points | Hand Flamer | Flame | 3 | 6+ | Pistol 1 |
| P +5 points | Plasma Pistol | 12 | 7 | 2+ | Pistol 1, Gets Hot! |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| M +0 points | Chainsword | Melee | User | 6+ | Rending |
| M +3 points | Lightning Claw | Melee | User | 3+ | Reroll failed To Wound rolls |
| M +3 points | Power Sword | Melee | +1 | 3+ | None |
| M +10 points | Power Fist | Melee | X2 | 2+ | Slow, Monsterbane |
| M +18 points | Thunderhammer | Melee | 10 | 1+ | Slow, Monsterbane |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |

| | | | | | |
|-------------|---------------|---|---|----|--|
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Meltabombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

Monstrous Infantry

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|---|---|--|
| Centurion Devastator Squad Sergeant Centurion | M WS BS S T W I A Ld Sv 4 3+ 3+ 5 5 5 4 4 9 3+ 4 3+ 3+ 5 5 5 4 3 8 3+ | Points: 335 Composition: 1 Sergeant 2-5 Centurions |
| Wargear Sergeant: Grav Cannon Hurricane Bolter Centurion: Grav Cannon Hurricane Bolter | Options May take up to 3 more Centurions for +109 points each Any model may swap Hurricane Bolter for H Any model may swap Dual Flamers for S | Rules Sergeant: Character Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Night Vision Shock Assault Steady Ceramite Bulk – This model may not be transported by Transports. Centurion: Monstrous Infantry Adjusted Tactics Bolter Discipline Know No Fear Tactical Squads Night Vision Shock Assault Steady Ceramite Bulk – This model may not be transported by Transports. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|------------------------|-------|---|----|-------------------------|
| S | Grav Cannon | 30 | * | - | Heavy 1, 3" Blast, Grav |
| S +8 points | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2 |
| S +32 points | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane |
| H | Hurricane Bolter | 24 | 4 | 5+ | Rapid Fire 6, Bolter |

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|--------------|-------------------------------|----|---|----|--------------------------------|
| H +11 points | Centurion Missile Launcher | 36 | 8 | 3+ | Heavy 1, 3" Blast, Monsterbane |
|--------------|-------------------------------|----|---|----|--------------------------------|

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| Eliminator Squad Sergeant Eliminator | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 4 3 4 3 9 3+ 6 3+ 3+ 4 4 3 4 2 8 3+ | Points: 257 Composition: 1 Sergeant 2-5 Eliminator |
| Wargear Sergeant: Auto Bolt Rifle Combat Knife Frag Grenades Krak Grenades Eliminator: Auto Bolt Rifle Combat Knife Frag Grenades Krak Grenades | Options May take up to 3 more Eliminators for +84 points each Sergeant may swap Krak Grenades for G Any model may swap Auto Bolt Rifle for R | Rules Sergeant: Character Monstrous Infantry Know No Fear Transhuman Physiology Night Vision Shock Assault Stealth Stubborn Very Bulky Fire and Fade – This unit may move 6" after Shooting in the Shooting Phase. Eliminator: Monstrous Infantry Know No Fear Transhuman Physiology Night Vision Shock Assault Stealth Stubborn Very Bulky Fire and Fade – This unit may move 6" after Shooting in the Shooting Phase. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|-------------------------------------|-------|------|----|----------------------|
| R | Auto Bolt Rifle | 24 | 4 | 6+ | Assault 3 |
| R +12 points | Special Issue Stalker Bolt Rifle | 36 | 4 | 3+ | Heavy 2, Sniper (3+) |
| R +13 points | Las Fusil | 36 | 8 | 2+ | Heavy 1, Monsterbane |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |

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|-------------|---------------|---|---|----|--|
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Melta Bombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

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| Eradicator Squad Sergeant Eradicator | M WS BS S T W I A Ld Sv 6 3+ 3+ 4 5 3 4 3 9 3+ 6 3+ 3+ 4 5 3 4 2 8 3+ | Points: 323 Composition: 1 Sergeant 2-5 Eradicator |
| Wargear Sergeant: Melta Rifle Combat Knife Frag Grenades Krak Grenades Eradicator: Melta Rifle Combat Knife Frag Grenades Krak Grenades | Options May take up to 3 more Eradicator for +106 points each Sergeant may swap Krak Grenades for G Any model may swap Melta Rifle for R Up to two Eradicators may swap Melta Rifle for H | Rules Sergeant: Character Monstrous Infantry Know No Fear Transhuman Physiology Night Vision Shock Assault Steady Stubborn Very Bulky Eradicator: Monstrous Infantry Know No Fear Transhuman Physiology Night Vision Shock Assault Steady Stubborn Very Bulky |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-------------|-------------------|-------|------|----|--|
| R | Melta Rifle | 24 | 8 | 1+ | Assault 1, Melta, (Monsterbane) |
| R +3 points | Heavy Melta Rifle | 36 | 8 | 1+ | Heavy 1, Melta, (Monsterbane) |
| H +3 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane) |
| M | Combat Knife | Melee | User | - | Extra Attack 1 |
| G | Frag Grenades | 8 | 3 | - | Grenade 1, 3" Blast |
| G | Krak Grenades | 8 | 6 | 4+ | Grenade 1, Nonblast |
| G +5 points | Melta Bombs | 6 | 8 | 1+ | Grenade 1, Armourbane, Monsterbane, Nonblast |

Vehicles

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| Deimos Predator Predator | M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 13 11 10 11 1 3 9 3+ | Points: 155 Composition: 1 Predator |
| Wargear Predator: Predator Autocannon | Options May swap Predator Autocannon for T May take one S May take one D May take one M May take one P May take up to one of each E | Rules Predator: Vehicle Tank Adjusted Tactics Bolter Discipline Know No Fear Night Vision Shock Assault Revered Pattern – 6" Aura, this model and target unit may reroll failed Ld tests. |
| Special Wargear: | Special Wargear Upgrades: E Recovery Gear +2 points E Extra Armour +5 points E Smoke Launchers +10 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|------------------------------|-------|---|----|---|
| T | Predator Autocannon | 48 | 7 | 4+ | Heavy 6, Monsterbane, Turret, Primary |
| T +0 points | Volkite Macrosaker | 48 | 8 | 3+ | Heavy 2, Beam, Monsterbane, Turret, Primary |
| T +8 points | 2 Linked Plasma Destroyers | 48 | 7 | 2+ | Heavy 1 x2, 3" Blast, Gets Hot!, Turret, Primary |
| T +13 points | Graviton Cannon | 48 | * | - | Heavy 1, 5" Blast, Grav, Turret, Primary |
| T +18 points | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Turret, Primary |
| T +34 points | Conversion Beam Cannon | 72 | D | 2+ | Heavy 1, Destroyer, Beam, Monsterbane, Turret, Primary |
| T +52 points | 2 Linked Magna Melta Cannons | 36 | 8 | 1+ | Heavy 1 x2, 3" Blast, Melta, (Monsterbane), Turret, Primary |

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|--------------|---------------------------|------------------|--------------|----------------|---|
| T +72 points | 2 Linked Infernus Cannons | Hell Storm | 6 | 4+ | Assault 1 x2, Turret, Primary |
| S +12 points | 2 Linked Volkite Calivers | 30 | 5 | 5+ | Heavy 1 x2, Beam, Sponson |
| S +16 points | 2 Heavy Flamers | Flame | 5 | 4+ | Assault 1 x2, Sponson |
| S +18 points | 2 Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Sponson |
| S +36 points | 2 Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Sponson |
| D +9 points | Dozerblade | Melee | +1 | 6+ | Accurate, Dozerblade |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +6 points | Combi Volkite | 24 Or 24 | 4 Or 4 | 5+ Or 5+ | Heavy 1, Beam, Turret Or Rapid Fire 1, Bolter, Turret |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |
| P +10 points | Combi Flamer | Flame Or 4 | 4 Or 4 | 5+ Or 5+ | Assault 1, Turret Rapid Fire 1, Or Bolter, Turret |
| P +11 points | Heavy Flamer | Flame | 5 | 4+ | Assault 1, Turret |
| P +12 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter, Turret |
| P +13 points | Havoc Launcher | 48 | 5 | 5+ | Heavy 1, 3" Blast, Turret |
| P +13 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3, Turret |
| P +27 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret |
| P +31 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Turret |

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| Gladiator Gladiator | M WS BS S FA SA RA W I A Ld Sv 8 5+ 3+ 7 13 13 12 12 1 3 9 3+ | Points: 226 Composition: 1 Gladiator |
| Wargear Gladiator: 2 Linked Las Talons 2 Sets of 2 Linked Heavy Bolters | Options May swap 2 Linked Las Talons for T May swap 2 Sets of 2 Linked Heavy Bolters for S May take one M May take one P May take up to one of each E | Rules Gladiator: Vehicle Tank Bolter Discipline Know No Fear Night Vision Shock Assault Stubborn |

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| | | Grinding Advance - Do not count as moving when firing Ordnance Weapons. |
| Special Wargear: | Special Wargear Upgrades: E Extra Armour +5 points E Smoke Launcher +10 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|--|-------|----|----|--|
| T | 2 Linked Las Talons | 24 | 9 | 2+ | Heavy 2 x2, Monsterbane, Turret, Primary |
| T +21 points | Lancer Laser Destroyer | 72 | 10 | 1+ | Heavy 2, Ordnance, Grinding Advance, Turret, Primary |
| T +50 points | 2 Linked Heavy Onslaught Gatling Cannons | 24 | 6 | 4+ | Heavy 12 x2, Turret, Primary |
| S | 2 Sets of 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2 (x2), Sponson |
| S +8 points | 2 Tempest Bolters | 30 | 4 | 4+ | Rapid Fire 4 x2, Bolter, Sponson |
| S +28 points | 2 Multimeltas | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Sponson |
| M +18 points | 2 Linked Smart Rocket Pods | 24 | 4 | 5+ | Heavy 2 x2, Ignores Cover, Turret |
| P +11 points | Heavy Stubber | 36 | 5 | 6+ | Heavy 3, Turret |

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| Hunters Hunter | M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 11 11 10 11 1 3 9 3+ | Points: 157 Composition: 1-3 Hunters |
| Wargear Hunter: 2 Storm Cannons | Options May take up to two more Hunters for +157 points each Any model may swap 2 Storm Cannons for T Any model may take one D Any model may take one M Any model may take one P Any model may take up to one of each E | Rules Hunter: Vehicle Tank Adjusted Tactics Bolter Discipline Know No Fear Night Vision Shock Assault Stationary – This model may not fire the Skyspear Missile or 2 Storm Cannons if it moved during your Movement Phase. |

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| Special Wargear: | Special Wargear Upgrades: E Recovery Gear +2 points E Extra Armour +5 points E Smoke Launchers +10 points | |
|-------------------------|---|--|

| Selection | Name | Range | S | AP | Rules |
|--------------|-----------------------|-------|----|----|--|
| T | 2 Storm Cannons | 48 | 7 | 4+ | Heavy 6 x2, Monsterbane, AA, Turret, Primary |
| T +16 points | Skyspear Missile | 12-60 | D | 2+ | Heavy 1, 3" Blast, Destroyer, Monsterbane, Indirect, Turret, Primary |
| D +9 points | Dozerblade | Melee | +1 | 6+ | Accurate, Dozerblade |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |

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| Kratos Kratos | M WS BS S FA SA RA W I A Ld Sv 10 5+ 3+ 7 13 13 13 14 1 3 9 3+ | Points: 253 Composition: 1 Kratos |
| Wargear Kratos: Volkite Cardanelle and Autocannon 2 Linked Heavy Flamers 2 Heavy Flamers | Options May swap Volkite Cardanelle and Autocannon for T May swap 2 Linked Heavy Flamers for H May swap 2 Heavy Flamers for S May take one M May take one P May take up to one of each E | Rules Kratos: Vehicle Tank Adjusted Tactics Bolter Discipline Know No Fear Night Vision Shock Assault |
| Special Wargear: | Special Wargear Upgrades: E Recovery Gear +2 points E Extra Armour +5 points E Smoke Launchers +10 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|-----------------------------------|-----------------|---------------|-----------------|---|
| T | Volkite Cardanelle and Autocannon | 48 And 48 | 8 And 7 | 3+ And 4+ | Heavy 1, Beam, Monsterbane, Coaxial, Turret, Primary And Heavy 2, Monsterbane, Coaxial, Turret, Primary |
| T +46 points | Melta Blast Gun and Autocannon | 36 And 48 | 8 And 7 | 1+ And 4+ | Heavy 1, 5" Blast, Melta, (Monsterbane), Coaxial, Turret, Primary And Heavy 2, Monsterbane, Coaxial, Turret, Primary |

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|--------------|-------------------------------------|------------------|---------------|-----------------|---|
| T +74 points | Kratos Battle Cannon and Autocannon | 72 And 48 | 9 And 7 | 2+ And 4+ | Heavy 1, 5" Blast, Ordnance, Monsterbane, Coaxial, Turret, Primary And Heavy 2, Monsterbane, Coaxial, Turret, Primary |
| H | 2 Linked Heavy Flamers | Flame | 5 | 4+ | Assault 1 x2, Hull |
| H +2 points | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Hull |
| H +2 points | 2 Linked Volkite Calivers | 30 | 5 | 5+ | Heavy 2 x2, Beam, Hull |
| H +12 points | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Hull |
| S | 2 Heavy Flamers | Flame | 5 | 4+ | Assault 1 x2, Sponson |
| S +2 points | 2 Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Sponson |
| S +4 points | 2 Volkite Calivers | 30 | 5 | 5+ | Heavy 2 x2, Beam, Sponson |
| S +8 points | 2 Autocannons | 48 | 7 | 4+ | Heavy 2, Monsterbane, Sponson |
| S +20 points | 2 Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Sponson |
| D +9 points | Dozerblade | Melee | +1 | 6+ | Accurate, Dozerblade |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +6 points | Combi Volkite | 24 Or 24 | 4 Or 4 | 5+ Or 5+ | Heavy 1, Beam, Turret Or Rapid Fire 1, Bolter, Turret |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |
| P +10 points | Combi Flamer | Flame Or 4 | 4 Or 4 | 5+ Or 5+ | Assault 1, Turret Rapid Fire 1, Or Bolter, Turret |
| P +11 points | Heavy Flamer | Flame | 5 | 4+ | Assault 1, Turret |
| P +12 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter, Turret |
| P +13 points | Havoc Launcher | 48 | 5 | 5+ | Heavy 1, 3" Blast, Turret |
| P +13 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3, Turret |
| P +27 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret |
| P +31 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Turret |

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| Land Raider Land Raider | M WS BS S FA SA RA W I A Ld Sv 6 5+ 3+ 8 14 14 14 16 1 6 9 3+ | Points: 293 Composition: 1 Land Raider |
| Wargear Land Raider: 2 Linked Heavy Bolters 2 Hurricane Bolters | Options May swap 2 Linked Heavy Bolters for T May swap 2 Hurricane Bolters for S May take one D May take one M May take one P May take up to one of each E | Rules Land Raider: Vehicle Tank Adjusted Tactics Bolter Discipline Know No Fear Night Vision Shock Assault Transport 16 – Access Front, Assault Ramps |
| Special Wargear: | Special Wargear Upgrades: E Recovery Gear +2 points E Extra Armour +5 points E Frag Launchers +10 points E Smoke Launchers +10 points | 6" Aura, this model and target unit count as being armed with Grenades for the purposes of Charging. |

| Selection | Name | Range | S | AP | Rules |
|--------------|-------------------------------|-------|----|----|---------------------------------------|
| T | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Hull, Primary |
| T +32 points | 2 Linked Assault Cannons | 36 | 6 | 4+ | Assault 6 x2, Rending, Hull, Primary |
| S | 2 Hurricane Bolters | 24 | 4 | 5+ | Rapid Fire 6 x2, Bolter, Sponson |
| S +12 points | 2 Flamestorm Cannons | Flame | 6 | 3+ | Assault 1 x2, Sponson |
| S +42 points | 2 Sets of 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2 (x2), Monsterbane, Sponson |
| D +9 points | Dozerblade | Melee | +1 | 6+ | Accurate, Dozerblade |

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|--------------|-----------------------------|-----|----|----|--|
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |
| P +31 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Turret |
| P +34 points | 2 Linked Icarus Rocket Pods | 48 | 7 | 4+ | Heavy 2 x2, Monsterbane, AA, Turret |

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| Land Raider Achilles Land Raider Achilles | M WS BS S FA SA RA W I A Ld Sv 6 5+ 3+ 8 15 14 14 16 16 9 3+ | Points: 293 Composition: 1 Land Raider Achilles |
| Wargear Land Raider Achilles: Thunderfire Cannon 2 Sets of 2 Linked Volkite Culverins | Options May swap 2 Sets of 2 Linked Volkite Culverins for S May take one D May take one M May take one P May take up to one of each E | Rules Land Raider Achilles: Vehicle Tank Adjusted Tactics Bolter Discipline Know No Fear Night Vision Shock Assault Transport 6 – Access Sides |
| Special Wargear: | Special Wargear Upgrades: E Recovery Gear +2 points E Extra Armour +5 points E Frag Launchers +10 points E Smoke Launchers +10 points | 6" Aura, this model and target unit count as being armed with Grenades for the purposes of Charging. |

| Selection | Name | Range | S | AP | Rules |
|--------------|--------------------------------------|----------------|--------------|----------------|--|
| T | Thunderfire Cannon | 60 Or 60 | 8 Or 4 | 3+ Or 5+ | Heavy 4, Monsterbane, Hull, Primary Or Heavy 4, 3" Blast, Hull, Primary |
| S | 2 sets of 2 Linked Volkite Culverins | 48 | 6 | 3+ | Heavy 1 x2 (x2), Beam, Sponson |
| S +64 points | 2 sets of 2 Linked Multimeltas | 24 | 8 | 1+ | Heavy 2 x2 (x2), Melta, (Monsterbane), Sponson |
| D +9 points | Dozerblade | Melee | +1 | 6+ | Accurate, Dozerblade |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |

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| Land Raider Proteus Land Raider Proteus | M WS BS S FA SA RA W I A Ld Sv 6 5+ 3+ 8 14 14 14 16 16 9 3+ | Points: 310 Composition: 1 Land Raider Proteus |
| Wargear Land Raider Proteus: Heavy Flamer 2 sets of 2 Linked Lascannons | Options May swap 2 Linked Heavy Bolters for T May take one M May take one P May take up to one of each E | Rules Land Raider Proteus: Vehicle Tank Adjusted Tactics Bolter Discipline Know No Fear Night Vision Shock Assault Transport 10 – Access Front, Assault Ramps |
| Special Wargear: | Special Wargear Upgrades: E Recovery Gear +2 points E Extra Armour +5 points E Augar Array +6 points E Smoke Launchers +10 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|-------------------------------|-------|----|----|--|
| H | Heavy Flamer | Flame | 5 | 4+ | Assault 1, Hull, Primary |
| H +7 points | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Hull, Primary |
| H +12 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Hull, Primary |
| S | 2 Sets of 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2 (x2), Monsterbane, Sponson |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |

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| Land Raider Terminus Land Raider Terminus | M WS BS S FA SA RA W I A Ld Sv 6 5+ 3+ 8 14 14 14 16 16 9 3+ | Points: 333 Composition: 1 Land Raider Terminus |
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| Wargear Land Raider Terminus: 2 Linked Lascannons 2 Lascannons 2 sets of 2 Linked Lascannons | Options May take one D May take one M May take one P May take up to one of each E | Rules Land Raider Terminus: Vehicle Tank Adjusted Tactics Bolter Discipline Know No Fear Night Vision Shock Assault |
| Special Wargear: | Special Wargear Upgrades: E Recover Gear +2 points E Extra Armour +5 points E Smoke Launchers +10 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|-------------------------------|-------|----|----|--|
| H | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Hull, Primary |
| S1 | 2 Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Sponson |
| S | 2 Sets of 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2 (x2), Monsterbane, Sponson |
| D +9 points | Dozerblade | Melee | +1 | 6+ | Accurate, Dozerblade |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |
| P +31 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Turret |

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| Predators Predator | M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 13 11 10 11 1 3 9 3+ | Points: 145 Composition: 1-3 Predators |
| Wargear Predator: Predator Autocannon | Options May take up to two more Predator for +145 points each Any model may swap Predator Autocannon for T Any Blood Angels Predator may swap Predator Autocannon for BAT instead Any model may take one S Any Blood Angels model may take one BAS instead Any model may take one D Any model may take one M Any model may take one P | Rules Predator: Vehicle Tank Adjusted Tactics Bolter Discipline Know No Fear Night Vision Shock Assault |

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| | Any model may take up to one of each E | |
| Special Wargear: | Special Wargear Upgrades: E Recover Gear +2 points E Extra Armour +5 points E Smoke Launchers +10 points | |

| Selection | Name | Range | S | AP | Rules |
|----------------|--------------------------|-------|----|----|--|
| T | Predator Autocannon | 48 | 7 | 4+ | Heavy 6, Monsterbane, Turret, Primary |
| T +18 points | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Turret, Primary |
| BAT +24 points | 2 Linked Inferno Cannons | Flame | 6 | 3+ | Assault 1 x2, Turret, Primary |
| BAT +58 points | 2 Linked Assault Cannons | 36 | 6 | 4+ | Assault 6 x2, Rending, Turret, Primary |
| S +18 points | 2 Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Sponson |
| S +36 points | 2 Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Sponson |
| BAS +16 points | 2 Heavy Flamers | Flame | 5 | 4+ | Assault 1 x2, Sponson |
| D +9 points | Dozerblade | Melee | +1 | 6+ | Accurate, Dozerblade |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |

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| Repulsor Repulsor | M WS BS S FA SA RA W I A Ld Sv 8 5+ 3+ 8 14 14 12 16 1 6 9 3+ | Points: 311 Composition: 1 Repulsor |
| Wargear Repulsor: Las Talon Heavy Stubber 2 Linked Lascannons 2 Fragstorm Grenade Launchers 2 Krakstorm Grenade Launchers | Options May swap Las Talon for T1 May swap 2 Fragstorm Grenade Launchers for S May take one M May take one P May take up to one of each E | Rules Repulsor: Vehicle Tank Bolter Discipline Know No Fear Night Vision Shock Assault Stubborn Transport 16 – Access Sides and Rear. |
| Special Wargear: | Special Wargear Upgrades: E Extra Armour +5 points E Smoke Launchers +10 points | |

| Selection | Name | Range | S | AP | Rules |
|-----------|------|-------|---|----|-------|
|-----------|------|-------|---|----|-------|

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|---------------|--------------------------------|----|---|----|---------------------------------------|
| T1 | Las Talon | 24 | 9 | 2+ | Heavy 2, Monsterbane, Turret, Primary |
| T1 +20 points | Heavy Onslaught Gatling Cannon | 24 | 6 | 4+ | Heavy 12, Turret, Primary |
| T2 | Heavy Stubber | 36 | 5 | 6+ | Heavy 3, Turret, Primary |
| H | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Hull |
| S | 2 Fragstorm Grenade Launchers | 18 | 4 | - | Assault 1 x2, 3" Blast, Hull |
| S +4 points | 2 Stormbolters | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Hull |
| G | 2 Krakstorm Grenade Launchers | 18 | 6 | 4+ | Assault 1 x2, Turret |
| M +18 points | 2 Linked Smart Rocket Pods | 24 | 4 | 5+ | Heavy 2 x2, Ignores Cover, Turret |
| P +11 points | Heavy Stubber | 36 | 5 | 6+ | Heavy 3, Turret |
| P +31 points | Onslaught Gatling Cannon | 24 | 4 | - | Heavy 10, Turret |

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| Repulsor Executioner Repulsor | M WS BS S FA SA RA W I A Ld Sv 8 5+ 3+ 8 14 14 12 16 1 6 9 3+ | Points: 347 Composition: 1 Repulsor |
| Wargear Repulsor: Macro Plasma Incinerator Heavy Onslaught Gatling Cannon 2 Linked Heavy Bolters 2 Linked Heavy Stubbers 2 Fragstorm Grenade Launchers | Options May swap Macro Plasma Incinerator for T1 May take one M May take one P May take up to one of each E | Rules Repulsor: Vehicle Tank Know No Fear Night Vision Shock Assault Stubborn Transport 10 – Access Sides Grinding Advance - Do not count as moving when firing Ordnance Weapons. |
| Special Wargear: | Special Wargear Upgrades: E Extra Armour +5 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|--------------------------|-------|----|----|--|
| T1 | Macro Plasma Incinerator | 36 | 8 | 2+ | Heavy 1, 5" Blast, Monsterbane, Turret, Primary |
| T1 +8 points | Lancer Laser Destroyer | 72 | 10 | 1+ | Heavy 2, Ordnance, Grinding Advance, Turret, Primary |

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|--------------|--------------------------------|----|---|----|-----------------------------------|
| T2 | Heavy Onslaught Gatling Cannon | 24 | 6 | 4+ | Heavy 12, Turret, Primary |
| H1 | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Hull |
| H2 | 2 Linked Heavy Stubbers | 36 | 5 | 6+ | Heavy 3 x2, AA, Hull |
| G | 2 Krakstorm Grenade Launchers | 18 | 6 | 4+ | Assault 1 x2, Turret |
| M +18 points | 2 Linked Smart Rocket Pods | 24 | 4 | 5+ | Heavy 2 x2, Ignores Cover, Turret |
| P +11 points | Heavy Stubber | 36 | 5 | 6+ | Heavy 3, Turret |

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| Sicaran Sicaran | M WS BS S FA SA RA W I A Ld Sv 10 5+ 3+ 7 13 13 13 14 1 3 9 3+ | Points: 194 Composition: 1 Sicaran |
| Wargear Sicaran: Sicaran Laser Cannon | Options May swap Sicaran Laser Cannon for T May take one S May take one M May take one P May take up to one of each E | Rules Sicaran: Vehicle Tank Adjusted Tactics Know No Fear Night Vision Shock Assault |
| Special Wargear: | Special Wargear Upgrades: E Extra Armour +5 points E Smoke Launchers +10 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|-------------------------------|-------|---|----|--|
| T | Sicaran Laser Cannon | 48 | D | 2+ | Heavy 1, 3" Blast, Destroyer, Monsterbane, Primary, Hull |
| T +16 points | 2 Linked Herakles Autocannons | 48 | 8 | 4+ | Heavy 3 x2, Monsterbane, Turret, Primary |
| T +34 points | 2 Linked Arcus Multilaunchers | 48 | 4 | 6+ | Heavy 1 x2, 7" Blast, Turret, Primary |
| T +39 points | Punisher Rotary Cannon | 36 | 6 | 4+ | Heavy 18, Turret, Primary |
| T +66 points | 2 Linked Omega Plasma Arrays | 36 | 7 | 2+ | Heavy 2 x2, 3" Blast, Primary, Turret |
| S +18 points | 2 Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Sponson |
| S +36 points | 2 Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Sponson |

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|--------------|-----------------------|-----|----|----|--|
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +13 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3, Turret |

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| Vindicators Vindicator | M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 13 11 10 11 1 3 9 3+ | Points: 160 Composition: 1-3 Vindicators |
| Wargear Vindicator: Demolisher | Options May take up to two more Vindicators for +160 points each Any model may swap Demolisher for T Any model may take one D Any model may take one M Any model may take one P Any model may take up to one of each E | Rules Vindicator: Vehicle Tank Adjusted Tactics Bolter Discipline Know No Fear Night Vision Shock Assault |
| Special Wargear: | Special Wargear Upgrades: E Siege Shield E Recovery Gear +2 points E Extra Armour +5 points E Smoke Launchers +10 points | FA +1, Reroll Dangerous Terrain Tests and failed Move through Cover |

| Selection | Name | Range | S | AP | Rules |
|--------------|---------------------------|-------|----|----|---|
| T | Demolisher Cannon | 24 | 10 | 2+ | Heavy 1, 5" Blast, Ordnance, Monsterbane, Hull, Primary |
| T +33 points | 4 Linked Laser Destroyers | 60 | 9 | 2+ | Heavy 1 x4, Ordnance, Monsterbane, Hull, Primary |
| D +25 points | Siege Shield | Melee | +3 | 4+ | Accurate, Siege Shield |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |

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| Whirlwinds Whirlwind | M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 11 11 10 11 1 3 9 3+ | Points: 116 Composition: 1-3 Whirlwinds |
| Wargear Whirlwind: Whirlwind Hyperios Launcher | Options May take up to two more Whirlwinds for +116 points each Any model may swap Whirlwind Hyperios Launcher for T Any model may take one D Any model may take one M Any model may take one P Any model may take up to one of each E | Rules Whirlwind: Vehicle Tank Adjusted Tactics Bolter Discipline Know No Fear Night Vision Shock Assault Stationary – This model may not fire the Whirlwind Hyperios Launcher, Scorpis Multilancher, or Whirlwind Launcher if it moved during your Movement Phase. |
| Special Wargear: | Special Wargear Upgrades: E Recover Gear +2 points E Extra Armour +5 points E Smoke Launchers +10 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|-----------------------------|-------|----|----|---|
| T | Whirlwind Hyperios Launcher | 36 | 8 | 3+ | Heavy 2, Monsterbane, AA, Turret, Primary |
| T +16 points | Scorpis Multilancher | 48 | 4 | 6+ | Heavy 1, 7" Blast, Indirect, Turret, Primary |
| T +37 points | Whirlwind Launcher | 12-72 | 6 | 4+ | Heavy 1, 5" Blast, Indirect, Pinning, Turret, Primary |
| D +9 points | Dozerblade | Melee | +1 | 6+ | Accurate, Dozerblade |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |

Flyer 0-2 Slots

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| Stormhawk Interceptor Stormhawk | M WS BS S FA SA RA W I A Ld Sv 50 5+ 3+ 6 12 11 11 8 1 3 9 3+ | Points: 218 Composition: 1 Stormhawk |
| Wargear Stormhawk: Skyhammer Missile Launcher Las Talon 2 Linked Assault Cannons | Options May swap Skyhammer Missile Launcher for T May swap Las Talon for S May take up to one of each E | Rules Stormhawk: Vehicle Adjusted Tactics Know No Fear Deepstrike High Altitude Hover Interceptor Night Vision Shock Assault |
| Special Wargear: | Special Wargear Upgrades: E Flare Launchers +9 points | |

| Selection | Name | Range | S | AP | Rules |
|-------------|----------------------------|----------------|--------------|----------------|--|
| T | Skyhammer Missile Launcher | 60 | 7 | 3+ | Heavy 2, Hull, Primary |
| T +0 points | Cyclone Missile Launcher | 36 Or 36 | 8 Or 4 | 3+ Or 6+ | Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3" Blast, Hull, Primary |
| T +3 points | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Hull, Primary |
| S | Las Talon | 24 | 9 | 2+ | Heavy 2, Monsterbane, Sponson, Primary |
| S +3 points | Storm Cannon | 24 | 7 | 4+ | Heavy 6, Monsterbane, Sponson, Primary |
| H | 2 Linked Assault Cannons | 36 | 6 | 4+ | Assault 6 x2, Rending, Hull |

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| Stormraven Gunship Stormraven | M WS BS S FA SA RA W I A Ld Sv 50 5+ 3+ 7 12 12 12 14 1 3 9 3+ | Points: 317 Composition: 1 Stormraven |
| Wargear Stormraven: 2 Linked Plasma Cannons Cyclone Missile Launcher | Options May swap 2 Linked Plasma Cannons for T May swap Cyclone Missile Launcher for H May take one S May take up to one of each E | Rules Stormraven: Vehicle Adjusted Tactics Know No Fear Deepstrike High Altitude Hover Night Vision Shock Assault Transport 12 – Access Front and Rear. Dreadnought Transport – This model may carry one Dreadnought with 13 Wounds or less. Grav Chute Insertion – Models may Disembark from this model if it is not Hovering. They may do so along any point it passed over during the Stormraven’s movement. Each model must take a Dangerous Terrain Test that deploys this way. Dreadnoughts may not Disembark via Grave Chute Insertion. |
| Special Wargear: | Special Wargear Upgrades: E Flare Launchers +9 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|--------------------------|-------|---|----|--|
| T | 2 Linked Plasma Cannons | 36 | 7 | 2+ | Heavy 1 x2, 3” Blast, Gets Hot!, Turret, Primary |
| T +14 points | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Turret, Primary |
| T +54 points | 2 Linked Assault Cannons | 36 | 6 | 4+ | Assault 6 x2, Rending, Turret, Primary |

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|--------------|---------------------------------|----------------|--------------|----------------|--|
| H | Cyclone Missile Launcher | 36 Or 36 | 8 Or 4 | 3+ Or 6+ | Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3" Blast, Hull, Primary |
| H +0 points | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Hull, Primary |
| H +20 points | 2 Linked Multimeltas | 24 | 8 | 1+ | Heavy 2 x2, Melta, (Monsterbane), Hull, Primary |
| H | 2 Linked Assault Cannons | 36 | 6 | 4+ | Assault 6 x2, Rending, Sponson, Primary |
| S +30 points | 2 Hurricane Bolters | 24 | 4 | 5+ | Rapid Fire 6 x2, Bolter, Sponson |
| S +34 points | 2 Stormstrike Missile Launchers | 72 | 8 | 3+ | Heavy 1 x2, Monsterbane, Sponson |

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| Stormtalon Gunship Stormtalon | M WS BS S FA SA RA W I A Ld Sv 50 5+ 3+ 6 11 11 11 8 1 3 9 3+ | Points: 224 Composition: 1 Stormtalon |
| Wargear Stormtalon: Skyhammer Missile Launcher 2 Linked Assault Cannons | Options May swap Skyhammer Missile Launcher for T May take up to one of each E | Rules Stormtalon: Vehicle Adjusted Tactics Know No Fear Deepstrike High Altitude Hover Night Vision Shock Assault |
| Special Wargear: | Special Wargear Upgrades: E Flare Launchers +9 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|----------------------------|----------------|--------------|----------------|--|
| T | Skyhammer Missile Launcher | 60 | 7 | 3+ | Heavy 2, AA, Hull, Primary |
| T +0 points | Cyclone Missile Launcher | 36 Or 36 | 8 Or 4 | 3+ Or 6+ | Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3" Blast, Hull, Primary |
| T +3 points | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Hull, Primary |
| T +15 points | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Hull, Primary |
| H | 2 Linked Assault Cannons | 36 | 6 | 4+ | Assault 6 x2, Rending, Sponson, Primary |

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| Xiphon Interceptor Xiphon | M WS BS S FA SA RA W I A Ld Sv 60 5+ 3+ 6 12 12 10 12 1 3 9 3+ | Points: 232 Composition: 1 Xiphon |
| Wargear Xiphon: 4 Linked Lascannons Xiphon Missile Battery | Options May take up to one of each E | Rules Xiphon: Vehicle Know No Fear Deepstrike High Altitude Interceptor Night Vision Shock Assault |
| Special Wargear: | Special Wargear Upgrades: E Flare Launchers +9 points | |

| Selection | Name | Range | S | AP | Rules |
|-----------|------------------------|-------|---|----|--|
| T | 4 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x4, Monsterbane, Hull, Primary |
| H | Xiphon Missile Battery | 60 | 7 | 3+ | Heavy 3, Hull, Primary |

Dedicated Transport 0-1/Legal Slot

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|--|--|--|
| Drop Pod Drop Pod | M WS BS S FA SA RA W I A Ld Sv - - 3+ 6 12 12 12 8 - - 10 3+ | Points: 124 Composition: 1 Drop Pod |
| Wargear Drop Pod: Deathwind Launcher | Options May swap Deathwind Launcher for T | Rules Drop Pod: Vehicle Tank Adjusted Tactics Know No Fear Deepstrike Immobile Night Vision Drop Pod – This model acts like a Titanic unit when arriving by Deepstrike for displacing models and causing Auto Hits. |

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| | | Transport 12 – Access Front, Sides, Rear. Dreadnought Module – This model may carry one Dreadnought with W13 or less instead of its normal Transport capability. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|------------|--------------------|-------|---|----|---------------------------------------|
| T | Deathwind Launcher | 12 | 5 | - | Heavy 1, 5" Blast, Turret, Primary |
| T +1 point | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret, Primary |

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| Impulsor Impulsor | M WS BS S FA SA RA W I A Ld Sv 8 5+ 3+ 7 13 13 12 12 1 3 9 3+ | Points: 184 Composition: 1 Impulsor |
| Wargear Impulsor: 2 Fragstorm Grenade Launchers | Options May swap 2 Fragstorm Grenade Launchers for S May take one T or SE May take one P May take up to one of each E | Rules Impulsor: Vehicle Tank Know No Fear Night Vision Shock Assault Stubborn Transport 12 – Access Rear, Assault Ramps. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the missile strikes! Scatter like normal, following the 15" Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. The weapon cannot be destroyed or Disabled. If the weapon is marked on the field and the carrier is destroyed, the Deathstrike Missile still hits in your Command Phase. |
| Special Wargear: | Special Wargear Upgrades: E Extra Armour +5 points SE Shield Dome +40 points | |

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| | | 6" Aura, this model and target unit gain 5+ Invulnerability Save. |
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| Selection | Name | Range | S | AP | Rules |
|---------------|-------------------------------|----------------|--------------|----------------|---|
| S | 2 Fragstorm Grenade Launchers | 18 | 4 | - | Assault 1 x2, 3" Blast, Hull |
| S +4 points | 2 Stormbolters | 24 | 4 | 5+ | Rapid Fire 2 x2, Bolter, Hull |
| T +22 points | 2 Linked Heavy Stubbers | 36 | 5 | 6+ | Heavy 3 x2, AA, Turret, Primary |
| T +24 points | Cyclone Missile Launcher | 36 Or 36 | 8 Or 4 | 3+ Or 6+ | Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3" Blast, Turret, Primary |
| T +133 points | Orbital Strike | 12-240 | D/10 /8 | 1+/1+ /1+ | Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh , T Minus 5 , One Use Only, Turret |
| P +11 points | Heavy Stubber | 36 | 5 | 6+ | Heavy 3, Turret |

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| Primaris Drop Pod Drop Pod | M WS BS S FA SA RA W I A Ld Sv - - - 6 12 12 12 10 - - - 3+ | Points: 125 Composition: 1 Drop Pod |
| Wargear Drop Pod: None | Options | Rules Drop Pod: Building Deepstrike Immobile Drop Pod – This model acts like a Titanic unit when arriving by Deepstrike for displacing models and causing Auto Hits. Transport 24 – Access Front, Sides, Rear. |
| Special Wargear: | Special Wargear Upgrades: | |

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| Razorback Razorback | M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 11 11 10 10 1 3 9 3+ | Points: 142 Composition: 1 Razorback |
| Wargear Razorback: 2 Linked Heavy Bolters | Options May swap 2 Linked Heavy Bolters for T | Rules Razorback: Vehicle Tank |

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|-------------------------|---|---|
| | <p>Blood Angels Razorbacks may swap 2 Linked Heavy Bolters for BAT instead</p> <p>May take one D May take one M May take one P May take up to one of each E</p> | <p>Adjusted Tactics Bolter Discipline Know No Fear Night Vision Shock Assault Transport 6 – Access Sides.</p> |
| Special Wargear: | Special Wargear Upgrades: | |
| | E Recovery Gear +2 points E Extra Armour +5 points E Smoke Launchers +10 points | |

| Selection | Name | Range | S | AP | Rules |
|----------------|---------------------------|-----------------|---------------|-----------------|--|
| T | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Turret, Primary |
| T +15 points | Multimelta and Plasma Gun | 24 And 24 | 8 And 7 | 1+ And 2+ | Heavy 2, Melta, (Monsterbane), Turret, Primary And Rapid Fire 1, Gets Hot!, Turret, Primary |
| T +24 points | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Turret, Primary |
| BAT -4 points | 2 Linked Heavy Flamers | Flame | 5 | 4+ | Assault 1 x2, Turret, Primary |
| BAT +64 points | 2 Linked Assault Cannons | 36 | 6 | 4+ | Assault 6 x2, Rending, Turret, Primary |
| D +9 points | Dozerblade | Melee | +1 | 6+ | Accurate, Dozerblade |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |

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| Rhino Rhino | M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 11 11 10 10 1 3 9 3+ | Points: 136 Composition: 1 Rhino |
| Wargear Rhino: None | Options May take one D May take one M May take up to two P May take up to one of each E | Rules Rhino: Vehicle Tank Bolter Discipline Know No Fear Night Vision Shock Assault Transport 12 – Access Sides, Rear. Two 360 Fire Ports. |
| Special Wargear: | Special Wargear Upgrades: | |
| | E Recovery Gear +2 points | |

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| | E Extra Armour +5 points E Smoke Launchers +10 points | |
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| Selection | Name | Range | S | AP | Rules |
|-------------|-----------------------|-------|----|----|--|
| D +9 points | Dozerblade | Melee | +1 | 6+ | Accurate, Dozerblade |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |

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|---|--|---|
| Terrax Pattern Termite Terrax Pattern Termite | M WS BS S FA SA RA W I A Ld Sv 8 5+ 3+ 7 12 12 10 14 1 3 8 3+ | Points: 241 Composition: 1 Terrax Pattern Termite |
| Wargear Terrax Pattern Termite: Termite Drill Terrax Melta Cutter 2 Storm Bolters | Options May swap either Storm Bolter for H May take any E one time each | Rules Terrax Pattern Termite: Vehicle Tank Bolter Discipline Know No Fear Deepstrike Night Vision Shock Assault Steady Transport 12 – Access Sides. |
| Special Wargear: | Special Wargear Upgrades: E Augar Array +5 points E Extra Armour +5 points E Recovery Gear +2 points | |

| Selection | Name | Range | S | AP | Rules |
|-------------|----------------------------------|-------|----|----|--|
| M | Termite Drill | Melee | X2 | 1+ | Accurate, Monsterbane, Primary |
| T | Terrax Melta Cutter | 12 | 8 | 1+ | Heavy 5, Melta, (Monsterbane), Hull, Primary |
| H | Storm Bolter | 24 | 4 | 5+ | Rapid Fire 2, Hull |
| H +1 points | Heavy Flamer | Flame | 5 | 4+ | Assault 1, Hull |
| H +2 point | 2 Linked Terrax Volkite Chargers | 18 | 5 | 4+ | Heavy 1 x2, Beam, Hull |

Lord of War 0-1 Slots

Aircraft

| | | |
|---|--|---|
| Fire Raptor Gunship Fire Raptor | M WS BS S FA SA RA W I A Ld Sv 50 5+ 3+ 8 12 12 10 18 1 6 9 3+ | Points: 556 Composition: 1 Fire Raptor |
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| Wargear Fire Raptor: 2 Linked Avenger Bolt Cannons 2 Sets of 2 Linked Autocannons 4 Linked Hellstrike Missiles | Options May swap 2 Sets of 2 Linked Autocannons for S May swap 4 Linked Hellstrike Missiles for W May take up to one of each E | Rules Fire Raptor: Titanic Vehicle Adjusted Tactics Deepstrike Fearless High Altitude Hover Night Vision Shock Assault |
| Special Wargear: | Special Wargear Upgrades: E Chaff Launchers +18 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|----------------------------------|-------|---|----|---|
| H | 2 Linked Avenger Bolt Cannons | 36 | 6 | 3+ | Heavy 12 x2, Hull |
| S | 2 Sets of 2 Linked Autocannons | 48 | 7 | 4+ | Heavy 2 x2 (x2), Monsterbane, Sponson |
| S +24 points | 2 Sets of 4 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x4 (x2), Sponson |
| W | 4 Linked Hellstrike Missiles | 72 | 8 | 3+ | Heavy 1 x4, Ordnance, Monsterbane, One Use Only, Hull |
| W +16 points | 4 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x4, Monsterbane, Hull |

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| Sokar Stormbird Stormbird | M WS BS S FA SA RA W I A Ld Sv 50 5+ 3+ 10 12 12 10 40 1 9 9 3+ | Points: 888 Composition: 1 Stormbird |
| Wargear Stormbird: 2 Linked Heavy Bolters 2 Linked Heavy Bolters 2 Linked Heavy Bolters 2 Linked Heavy Bolters 2 Linked Heavy Bolters 2 Linked Hellstrike Missile Racks | Options May swap any 2 Linked Heavy Bolters for S May take up to one of each E | Rules Stormbird: Titanic Vehicle Adjusted Tactics Deepstrike Fearless High Altitude Hover Night Vision Shock Assault Transport 50 – Access Front and Sides, Assault Ramps. Rhino Transport – This model may Transport up to 1 Rhino |

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| | | (or model that uses the Rhino Chassis). These do not benefit from the Assault Ramps. |
| Special Wargear: | Special Wargear Upgrades: E Chaff Launchers +18 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|-----------------------------------|-------|---|----|---|
| S | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Sponson |
| S +18 points | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Sponson |
| W | 2 Linked Hellstrike Missile Racks | 72 | 8 | 3+ | Heavy 1 x2, Ordnance, Monsterbane, Hull |

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|---|--|--|
| Storm Eagle Gunship Storm Eagle | M WS BS S FA SA RA W I A Ld Sv 50 5+ 3+ 8 12 12 10 18 1 6 9 3+ | Points: 554 Composition: 1 Storm Eagle |
| Wargear Storm Eagle: 2 Linked Vengeance Launchers 2 Linked Heavy Bolters 4 Linked Hellstrike Missiles | Options May swap 2 Sets of 2 Linked Autocannons for S May swap 4 Linked Hellstrike Missiles for W May take up to one of each E | Rules Storm Eagle: Titanic Vehicle Adjusted Tactics Deepstrike Fearless High Altitude Hover Night Vision Shock Assault Transport 20 – Access Front, Sides, Rear. |
| Special Wargear: | Special Wargear Upgrades: E Chaff Launchers +18 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|------------------------------|----------------|--------------|----------------|---|
| H | 2 Linked Vengeance Launchers | 48 | 6 | 4+ | Heavy 1 x2, 5" Blast, Hull |
| S | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Hull |
| S +10 points | 2 Linked Missile Launchers | 48 Or 48 | 8 Or 4 | 3+ Or 6+ | Heavy 1 x2, Monsterbane, Hull Or Heavy 1 x2, 3" Blast |
| S +20 points | 2 Linked Multimeltas | 24 | 8 | 1+ | Heavy 2 x2, Melta, (Monsterbane), Hull |

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|--------------|------------------------------|----|---|----|---|
| W | 4 Linked Hellstrike Missiles | 72 | 8 | 3+ | Heavy 1 x4, Ordnance, Monsterbane, One Use Only, Hull |
| W +16 points | 4 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x4, Monsterbane, Hull |

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| Thunderhawk Gunship Thunderhawk | M WS BS S FA SA RA W I A Ld Sv 50 5+ 3+ 10 12 12 10 30 1 9 9 3+ | Points: 837 Composition: 1 Thunderhawk |
| Wargear Thunderhawk: Thunderhawk Heavy Cannon 2 Linked Lascannons 4 Sets of 2 Linked Heavy Bolters 2 Linked Hellstrike Missile Racks | Options May swap Thunderhawk Heavy Cannon for T May swap 2 Linked Hellstrike Missile Racks for W May take up to one of each E | Rules Thunderhawk: Titanic Vehicle Adjusted Tactics Deepstrike Fearless High Altitude Hover Night Vision Shock Assault Transport 30 – Access Front and Sides, Assault Ramps. |
| Special Wargear: | Special Wargear Upgrades: E Chaff Launchers +18 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|-----------------------------------|-------|---|----|--|
| T | Thunderhawk Heavy Cannon | 72 | 8 | 3+ | Heavy 1, 7" Blast, Ordnance, Monsterbane, Hull |
| T +9 points | Turbo Laser Destructor | 96 | D | 1+ | Heavy 1, 5 Blast, Destroyer, Monsterbane, Hull |
| H | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Hull |
| S | 4 Sets of 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2 (x4), Sponson |
| W | 2 Linked Hellstrike Missile Racks | 72 | 8 | 3+ | Heavy 1 x2, Ordnance, Monsterbane, Hull |
| W +88 points | 2 Linked Cluster Bomb Racks | Bomb | 6 | 4+ | Heavy 1 x2, Apocalypse Barrage, Hull |

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| Thunderhawk Transporter Thunderhawk | M WS BS S FA SA RA W I A Ld Sv 50 5+ 3+ 10 12 12 10 30 1 9 9 3+ | Points: 764 Composition: 1 Thunderhawk |
| Wargear Thunderhawk: 2 Linked Lascannons 4 Sets of 2 Linked Heavy Bolters 2 Linked Hellstrike Missile Racks | Options May swap 2 Linked Hellstrike Missile Racks for W May take up to one of each E | Rules Thunderhawk: Titanic Vehicle Adjusted Tactics Deepstrike Fearless High Altitude Hover Night Vision Shock Assault Transport 15 – Access Front and Sides, Assault Ramps. Tank Transport – This model may Transport up to 2 Rhinos (or model that uses the Rhino Chassis) or 1 Land Raider (or model that uses a Land Raider Chassis). These do not benefit from the Assault Ramps. |
| Special Wargear: | Special Wargear Upgrades: E Chaff Launchers +18 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|-----------------------------------|-------|---|----|---|
| H | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Hull |
| S | 4 Sets of 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2 (x4), Sponson |
| W | 2 Linked Hellstrike Missile Racks | 72 | 8 | 3+ | Heavy 1 x2, Ordnance, Monsterbane, Hull |
| W +88 points | 2 Linked Cluster Bomb Racks | Bomb | 6 | 4+ | Heavy 1 x2, Apocalypse Barrage, Hull |

Fellblade Chassis

| | | |
|--|--|---|
| Falchion Falchion | M WS BS S FA SA RA W I A Ld Sv 6 5+ 3+ 8 14 14 14 26 19 9 3+ | Points: 608 Composition: 1 Falchion |
| Wargear Falchion: 2 Linked Volcano Cannons | Options May take one S May take one M May take one P May take up to one of each E | Rules Falchion: Titanic Vehicle Adjusted Tactics Bolter Discipline Fearless Night Vision Shock Assault |
| Special Wargear: | Special Wargear Upgrades: E Recover Gear +2 points E 2 Smoke Launchers +20 points | |

| Selection | Name | Range | S | AP | Rules |
|---------------|-------------------------------------|------------------|--------------|----------------|---|
| H | 2 Linked Volcano Cannons | 120 | D | 1+ | Heavy 1 x2, 5" Blast, Destroyer, Monsterbane, Hull |
| S +144 points | 2 Sets of 4 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x4 (x2), Monsterbane, Sponson |
| S +174 points | 2 Sets of 3 Linked Laser Destroyers | 60 | 9 | 2+ | Heavy 1 x3 (x2), Ordnance, Monsterbane, Sponson |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |
| P +10 points | Combi Flamer | Flame Or 4 | 4 Or 4 | 5+ Or 5+ | Assault 1, Turret Rapid Fire 1, Or Bolter, Turret |
| P +12 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter, Turret |

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|--------------|-------------|----------------|--------------|----------------|---|
| P +27 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret |
| P +31 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Turret |

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| Fellblade Fellblade | M WS BS S FA SA RA W I A Ld Sv 6 5+ 3+ 8 14 14 14 26 1 9 9 3+ | Points: 853 Composition: 1 Fellblade |
| Wargear Fellblade: 2 Linked Accelerator Cannons Demolisher Cannon 2 Linked Heavy Flamers 2 Sets of 4 Linked Lascannons | Options May swap 2 Linked Heavy Flamers for H2 May swap 2 Sets of 4 Linked Lascannons for S May take one M May take one P May take up to one of each E | Rules Fellblade: Titanic Vehicle Adjusted Tactics Bolter Discipline Fearless Night Vision Shock Assault |
| Special Wargear: | Special Wargear Upgrades: E Recover Gear +2 points E 2 Smoke Launchers +20 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|-------------------------------------|-------|--------------|----------------|--|
| T | 2 Linked Accelerator Cannons | 72 | D Or 8 | 2+ Or 3+ | Heavy 1 x2, Destroyer, Monsterbane, Turret Or Heavy 1 x2, 5" Blast, Ordnance, Monsterbane, Turret |
| H1 | Demolisher Cannon | 24 | 10 | 2+ | Heavy 1, 5" Blast, Ordnance, Monsterbane, Hull |
| H2 | 2 Linked Heavy Flamers | Flame | 5 | 4+ | Assault 1 x2, Hull |
| H2 +2 points | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Hull |
| S | 2 Sets of 4 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x4 (x2), Monsterbane, Sponson |
| S +30 points | 2 Sets of 3 Linked Laser Destroyers | 60 | 9 | 2+ | Heavy 1 x3 (x2), Ordnance, Monsterbane, Sponson |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |

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|--------------|--------------|------------------|--------------|----------------|---|
| P +10 points | Combi Flamer | Flame Or 4 | 4 Or 4 | 5+ Or 5+ | Assault 1, Turret Rapid Fire 1, Or Bolter, Turret |
| P +12 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter, Turret |
| P +27 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret |
| P +31 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Turret |

Spartan Chassis

| | | |
|---|--|---|
| Cerberus Cerberus | M WS BS S FA SA RA W I A Ld Sv 8 5+ 3+ 8 14 14 14 20 1 6 9 3+ | Points: 482 Composition: 1 Cerberus |
| Wargear Cerberus: 3 Linked Neutron Pulses | Options May take one S May take one M May take one P May take up to one of each E | Rules Cerberus: Titanic Vehicle Adjusted Tactics Bolter Discipline Fearless Night Vision Shock Assault |
| Special Wargear: | Special Wargear Upgrades: E Recover Gear +2 points E 2 Smoke Launchers +20 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|----------------------------------|------------------|--------------|----------------|---|
| H | 3 Linked Neutron Pulses | 48 | D | 2+ | Heavy 1 x3, 3" Blast, Destroyer, Monsterbane, Hull |
| S +36 points | 2 Sets of 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2 (x2), Sponson |
| S +72 points | 2 Sets of 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2 (x2), Monsterbane, Sponson |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |
| P +10 points | Combi Flamer | Flame Or 4 | 4 Or 4 | 5+ Or 5+ | Assault 1, Turret Rapid Fire 1, Or Bolter, Turret |

| | | | | | |
|--------------|--------------|----------------|--------------|----------------|---|
| P +12 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter, Turret |
| P +27 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret |
| P +31 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Turret |

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| Spartan Spartan | M WS BS S FA SA RA W I A Ld Sv 8 5+ 3+ 8 14 14 14 20 1 6 9 3+ | Points: 608 Composition: 1 Spartan |
| Wargear Spartan: 2 Linked Heavy Flamers 2 Sets of 4 Linked Lascannons | Options May swap 2 Linked Heavy Flamers for H May swap 2 Sets of 4 Linked Lascannons for S May take one M May take one P May take up to one of each E | Rules Spartan: Titanic Vehicle Adjusted Tactics Bolter Discipline Fearless Night Vision Shock Assault Transport 25 – Access Front. Assault Ramps. |
| Special Wargear: | Special Wargear Upgrades: E Recover Gear +2 points E 2 Smoke Launchers +20 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|-------------------------------------|------------------|--------------|----------------|---|
| H | 2 Linked Heavy Flamers | Flame | 5 | 4+ | Assault 1 x2, Hull |
| H +2 points | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Hull |
| S | 2 Sets of 4 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x4 (x2), Monsterbane, Sponson |
| S +30 points | 2 Sets of 3 Linked Laser Destroyers | 60 | 9 | 2+ | Heavy 1 x3 (x2), Ordnance, Monsterbane, Sponson |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |
| P +10 points | Combi Flamer | Flame Or 4 | 4 Or 4 | 5+ Or 5+ | Assault 1, Turret Rapid Fire 1, Or Bolter, Turret |

| | | | | | |
|--------------|--------------|----------------|--------------|----------------|---|
| P +12 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter, Turret |
| P +27 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret |
| P +31 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Turret |

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| Typhon Typhon | M WS BS S FA SA RA W I A Ld Sv 8 5+ 3+ 8 14 14 14 20 1 6 9 3+ | Points: 493 Composition: 1 Typhon |
| Wargear Typhon: Dreadhammer Siege Cannon | Options May take one S May take one M May take one P May take up to one of each E | Rules Typhon: Titanic Vehicle Adjusted Tactics Bolter Discipline Fearless Night Vision Shock Assault |
| Special Wargear: | Special Wargear Upgrades: E Recover Gear +2 points E 2 Smoke Launchers +20 points | |

| Selection | Name | Range | S | AP | Rules |
|--------------|--|------------------|--------------|----------------|---|
| H | Dreadhammer Siege Cannon | 24 | 10 | 1+ | Heavy 1, 10" Blast, Ordnance, Monsterbane, Hull |
| S +36 points | 2 Sets of 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2 (x2), Sponson |
| S +72 points | 2 Sets of 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2 (x2), Monsterbane, Sponson |
| M +5 points | Hunter Killer Missile | 120 | 10 | 3+ | Heavy 1, Monsterbane, One Use Only, Hull |
| P +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |
| P +10 points | Combi Flamer | Flame Or 4 | 4 Or 4 | 5+ Or 5+ | Assault 1, Turret Rapid Fire 1, Or Bolter, Turret |
| P +12 points | Combi Plasma | 24 Or 24 | 7 Or 4 | 2+ Or 5+ | Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter, Turret |

| | | | | | |
|--------------|-------------|----------------|--------------|----------------|---|
| P +27 points | Combi Melta | 12 Or 24 | 8 Or 4 | 1+ Or 5+ | Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret |
| P +31 points | Multimelta | 24 | 8 | 1+ | Heavy 2, Melta, (Monsterbane), Turret |

Support Tanks

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| Astraeus Astraeus | M WS BS S FA SA RA W I A Ld Sv 10 5+ 3+ 8 14 14 13 30 1 9 9 3+ | Points: 724 Composition: 1 Astraeus |
| Wargear Astraeus: 2 Linked Macro Accelerator Cannons 2 Astraeus Las Rippers 2 Linked Heavy Bolters Stormbolter | Options May take one S May take one M May take one P May take up to one of each E | Rules Astraeus: Titanic Vehicle Bolter Discipline Fearless Night Vision Shock Assault Stubborn Void Shield 2 |
| Special Wargear: | Special Wargear Upgrades: E 2 Smoke Launchers +20 points | |

| Selection | Name | Range | S | AP | Rules |
|---------------|------------------------------------|-------|---|----|--|
| T | 2 Linked Macro Accelerator Cannons | 72 | 8 | 3+ | Heavy 6 x2, Monsterbane, Turret |
| S | 2 Astraeus Las Rippers | 36 | 9 | 2+ | Heavy 2 x2, Monsterbane, Sponson |
| S +58 points | 2 Heavy Plasma Cannons | 48 | 8 | 2+ | Heavy 1 x2, 5" Blast, Monsterbane, Sponson |
| H | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Hull |
| H +12 points | 2 Linked Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Hull |
| P1 +7 points | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Bolter, Turret |
| P2 +11 points | Heavy Stubber | 36 | 5 | 6+ | Heavy 3, Turret |
| A | Stormbolter | 24 | 4 | 5+ | Rapid Fire 2, Hull |

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| Mastodon Mastodon | M WS BS S FA SA RA W I A Ld Sv 6 5+ 3+ 9 15 15 14 30 1 9 9 3+ | Points: 884 Composition: 1 Mastodon |
| Wargear Mastodon: Siege Melta Array 2 Linked Sky Reaper Batteries 2 Lascannons 2 Heavy Flamers | Options May take up to one of each E | Rules Mastodon: Titanic Vehicle Fearless Night Vision Shock Assault Void Shields 2 Transport 40 – Access Front and Rear. Assault Ramps Dreadnought Transport – May transport up to 2 Dreadnoughts with 13 or less Wounds. |
| Special Wargear: | Special Wargear Upgrades: E Recover Gear +2 points E 2 Smoke Launchers +20 points | |

| Selection | Name | Range | S | AP | Rules |
|-----------|-------------------------------|-----------------|---------------|-----------------|---|
| H | Siege Melta Array | 24 And 24 | 8 And 8 | 1+ And 1+ | Heavy 1, 5" Blast, Melta, (Monsterbane), Hull And Heavy 1 x2, 3" Blast, Melta, (Monsterbane), Hull |
| T | 2 Linked Sky Reaper Batteries | 48 | 7 | 4+ | Heavy 4 x2, Monsterbane, AA, Turret |
| S | 2 Lascannons | 48 | 9 | 2+ | Heavy 1 x2, Monsterbane, Hull |
| S | 2 Heavy Flamers | Flame | 5 | 4+ | Assault 1, Hull |

Terrain

| | | |
|--|---|---|
| <p>Imperial Fortress Gate Gate Towers Walls Towers</p> | <p>M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+</p> | <p>Points: 2339 Composition: 1 Gate 2 Gate Towers 2 Walls 2 Towers</p> |
| <p>Wargear Gate: Heavy Gate Gate Tower: 2 Linked Heavy Bolters Wall: None Tower: 2 Linked Autocannons</p> | <p>Options May add as many sets of 1 Gate and 2 Gate Towers as you want for +967 points May add as many Walls as you want for +299 points each May add as many Towers as you want for +387 points</p> | <p>Rules Gate: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gate Tower: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 10 – 4 Fire Ports Front, Sides, Rear. Access Rear Wall: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gate Tower: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed.</p> |

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| | | Transport 10 – 4 Fire Ports Front, Sides, Rear. Access Rear |
| Special Wargear: Heavy Gate – In your Command Phase you may declare if the Gate is Open or Closed. Models may not move through the Gate when it is Closed. The Gate cannot be Closed if models are Obstructing the Gate. | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|------------------------|-------|---|----|-------------------------------------|
| H | 2 Linked Heavy Bolters | 36 | 5 | 4+ | Heavy 3 x2, Turret |
| H | 2 Linked Autocannons | 48 | 7 | 4+ | Heavy 2 x2, Monsterbane, AA, Turret |

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| Primaris Redoubt Primaris Redoubt | M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+ | Points: 629 Composition: 1 Primaris Redoubt |
| Wargear Primaris Redoubt: 2 Linked Turbolaser Destructors | Options | Rules Primaris Redoubt: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – Access Rear |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|---------------------------------|-------|---|----|--|
| H | 2 Linked Turbolaser Destructors | 96 | D | 1+ | Heavy 1 x2, 5" Blast, Destroyer, Monsterbane, Turret |

Fortification 0-1/1000 points

| | | |
|--|---|--|
| Aegis Weapon Emplacement Platform | M WS BS S T W I A Ld Sv - - 4+ - 7 5 - - - 3+ | Points: 66 Composition: 1 Aegis Weapon Emplacement |
| Wargear Aegis Weapon Emplacement: Long Lascannon | Options May swap Long Lascannon for H | Rules Aegis Weapon Emplacement: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gun Emplacement – This Fortification does not replace an existing piece of Terrain in your Deployment Zone like normal, it is placed with the Terrain instead. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|--------------------------|-------|---|----|-------------------------------------|
| H | Long Lascannon | 72 | 9 | 2+ | Heavy 1, Monsterbane, AA, Turret |
| H +28 points | 2 Linked Long Lascannons | 72 | 9 | 2+ | Heavy 1 x2, Monsterbane, AA, Turret |
| H +34 points | 2 Linked Autocannons | 48 | 7 | 4+ | Heavy 2 x2, Monsterbane, AA, Turret |
| H +40 points | 4 Linked Autocannons | 48 | 7 | 4+ | Heavy 2 x4, Monsterbane, AA, Turret |

| | | |
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| Aquila Strongpoint Aquila Strongpoint | M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+ | Points: 448 Composition: 1 Aquila Strongpoint |
| Wargear Aquila Strongpoint: Plasma Obliterator | Options | Rules Aquila Strongpoint: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 30 – 6 Fire Points Front. Access Rear The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the missile strikes! Scatter like normal, following the 15” Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|--------------------------|-----------|---------|-----------|---|
| H | Plasma Obliterator | 72 | 8 | 2+ | Heavy 1, 7” Blast, Monsterbane, Turret |
| H +63 points | Macro Cannon | 72 | D | 1+ | Heavy 1, 5” Blast, Destroyer, Monsterbane, Turret |
| H +271 | Deathstrike Missile Silo | 12 to 240 | D/10 /8 | 1+/1+ /1+ | Heavy 1, 15” Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh, T Minus 5, Turret |

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| Firestorm Redoubt Firestorm Redoubt | M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+ | Points: 397 Composition: 1 Firestorm Redoubt |
| Wargear Firestorm Redoubt: | Options | Rules Firestorm Redoubt: |

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| Punisher Gatling Cannon Punisher Gatling Cannon | May swap any Punisher Gatling Cannon for H | Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – 10 Fire Ports Front. Access Rear |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|--------------|--------------------------|-------|---|----|--|
| H | Punisher Gatling Gun | 24 | 5 | - | Heavy 20, Turret |
| H +12 points | Battle Cannon | 72 | 8 | 3+ | Heavy 1, 5" Blast, Ordnance, Monsterbane, Turret |
| H +44 points | 4 Linked Long Lascannons | 72 | 9 | 2+ | Heavy 1 x4, Monsterbane, AA, Turret |

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| Hammerfall Bunker Hammerfall Bunker | M WS BS S T W I A Ld Sv - - 3+ - 8 20 - - - 3+ | Points: 352 Composition: 1 Imperial Bastion |
| Wargear Imperial Bastion: 2 Linked Super Missile Launchers 4 Sets of 2 Linked Heavy Flamers | Options | Rules Imperial Bastion: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-------------|----------------------------------|----------------|---------------|----------------|--|
| H | 4 Sets of 2 Linked Heavy Flamers | Flame | 5 | 4+ | Assault 1 x2 (x4), Hull |
| H +8 points | Heavy Bolter | 36 | 5 | 4+ | Heavy 3, Hull |
| T | 2 Linked Super Missile Launchers | 72 Or 72 | 10 Or 6 | 3+ Or 5+ | Heavy 1 x2, Monsterbane, Turret Or Heavy 1 x2, 5" Blast, Turret |

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| Imperial Bastion Imperial Bastion | M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+ | Points: 429 Composition: 1 Imperial Bastion |
| Wargear Imperial Bastion: 4 Heavy Bolters | Options | Rules Imperial Bastion: Building |

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| | | Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 30 – 6 Fire Points Front and Back, 5 Fire Points each Side. Access Rear |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|--------------|-------|---|----|---------------|
| H | Heavy Bolter | 36 | 5 | 4+ | Heavy 3, Hull |

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| Plasma Obliterator Plasma Obliterator | M WS BS S T W I A Ld Sv - - 4+ - 8 30 - - - 3+ | Points: 474 Composition: 1 Plasma Obliterator |
| Wargear Plasma Obliterator: Plasma Obliterator | Options | Rules Plasma Obliterator: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – 4 Fire Points Front, Sides, and Rear. Access Rear |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|--------------------|-------|---|----|--|
| H | Plasma Obliterator | 72 | 8 | 2+ | Heavy 1, 7" Blast, Monsterbane, Turret |

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| Vengeance Weapon Battery Vengeance Weapon Battery | M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+ | Points: 267 Composition: 1 Firestorm Redoubt |
| Wargear Firestorm Redoubt: Punisher Gatling Cannon | Options May swap Punisher Gatling Cannon for H | Rules Firestorm Redoubt: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|------|-------|---|----|-------|
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|--------------|--------------------------|----|---|----|--|
| H | Punisher Gatling Gun | 24 | 5 | - | Heavy 20, Turret |
| H +12 points | Battle Cannon | 72 | 8 | 3+ | Heavy 1, 5" Blast, Ordnance, Monsterbane, Turret |
| H +44 points | 4 Linked Long Lascannons | 72 | 9 | 2+ | Heavy 1 x4, Monsterbane, AA, Turret |

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|---|--|--|
| Void Shield Generator Void Shield Generator | M WS BS S T W I A Ld Sv - - 4+ - 8 20 - - - 3+ | Points: 307 Composition: 1 Void Shield Generator |
| Wargear Void Shield Generator: none | Options | Rules Void Shield Generator: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Shield Generator – 6" Aura, this model (and any models on top of this Terrain Feature) and target unit gain 5+ Invulnerability Save. |
| Special Wargear: | Special Wargear Upgrades: | |

| Selection | Name | Range | S | AP | Rules |
|-----------|------|-------|---|----|-------|
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