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 Crozium Arcanum Frag Grenades Krak Grenades Rosarius	**Options** May swap Boltgun for R May swap Crozium 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

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

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

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.

		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

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. 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 Camo Cloak +8 points B Terminator Armour +9 points B Jump Pack +20 points B Bike +51 points C Chapter Master +140 points	 Infiltrate, Stealth M-2, W+1. Gain Monstrous Infantry, Deepstrike, Steady, Very Bulky. Lose Infantry, Grenades. M+6. Gain Deepstrike, Flying. M+6, T+1, W+2, gain 2 Linked Bolt Rifles, gain Steed, Devastating Charge. 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
R (Part of Bike)	2 Linked Bolt Rifles	30	4	4+	Rapid Fire 1 x2, 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

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 Crozium 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	M-2, W+1. Gain Deepstrike, Steady, Very Bulky. Lose Very Bulky, Grenades.
	B Jump Pack +20 points	M+6. Gain Deepstrike, Fly.
	B Bike +51 points	M+6, T+1, W+2, gain 2 Linked Bolt Rifles, gain Steed, Devastating Charge.
	C Chief Chaplain +17 points	W+1, A+1, may take one additional H, gain Unique.
	H Omen of Potency +18 points	This model gains A+3
	H Litany of Intimidation +20 points	6" Aura, target unit takes Ld Tests on 3d6, discarding the lowest die.
	H Litany of Faith +40 points	6" Aura, target Unit gain 5+ Invulnerability Save.
	H True Sight +50 points	6" Aura, this model and Target unit gain BS-1 (Improves by 1).
	H Exhortation of Rage +60 points	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	Crozium 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

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: Psychic Hood – Gain +1 to Deny the Witch	**Special Wargear Upgrades:** B Camo Cloak +8 points B Terminator Armour +4 points C Chief Librarian +71 points	 Infiltrate, Stealth 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

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

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	7 Or	2+ Or	Rapid Fire 1, Gets Hot! Or

		24	4	5+	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

Judicar Judicar	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 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

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

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 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 Omnissian 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 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 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

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

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

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 Krak Grenades Grapnel Launcher Reiver: Auto Bolt Rifle Special Issue Bolt Pistol Combat Knife Frag Grenades Krak 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

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 B Jump Pack +10 points per model	 Sv-1 (Improves by 1), 4+ Invulnerability Save M+6, Deepstrike, Fly

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 Krak Grenades Veteran: Bolt Pistol Combat Knife Frag Grenades Krak Grenades	**Options** May take up to 5 more Veterans for +48 points each Sergeant may swap Krak 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 B Jump Pack +10 points per model	 Sv-1 (Improves by 1), 4+ Invulnerability Save 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

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)

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)

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

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

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
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

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 Atomantic Shielding	**Options** May swap any Hellfire Plasma Carronade for T May swap 2 Linked Heavy Flamers for H May take up to one M May take up to one of each E	**Rules** Deredeo: 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
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

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
Special Wargear:	**Special Wargear Upgrades:** E Extra Armour +5 points E Smoke Launchers +10 points SWE Blizzard Shield +24 points	4+ Invulnerability Save

	BAE Magna Grapple +2 points	This model ignores Models and Terrain when Moving, Advancing, Charging, or Falling Back

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

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 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	Hellstorm	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

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 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

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

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
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

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 Two Marines may swap Chainsword for Eviscerator The entire squad may take B	**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 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

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 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 +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

Outrider Squad Sergeant Marine	**M WS BS S T W I A Ld Sv** 12 3+ 3+ 4 5 4 4 3 9 3+ 12 3+ 3+ 4 5 4 4 2 8 3+	**Points: 238** **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 +78 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

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 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane) Or 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!

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

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

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
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

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

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 E Extra Armour +5 points	Target Whirlwind unit may reroll the Scatter Dice for templates

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
H +4 points	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane), Hull
S	2 Linked Fragstorm	18	4	-	Assault 1 x2, 3” Blast, Hull

	Grenade Launchers				
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

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 Combat Knife Frag Grenades Krak Grenades	**Options** May add up to 2 more Rapiers for +108 points	**Rules** Rapier: Monster Adjusted Tactics Bolter Discipline 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 Omnissian 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	Omnissian Axe	Melee	+3	4+	None
M	Servo Arm	Melee	X2	2+	Slow, Monsterbane, Servo Arm, Auxiliary

Infantry

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

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 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
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

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

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

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
H +11 points	Centurion Missile Launcher	36	8	3+	Heavy 1, 3” Blast, Monsterbane

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

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

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
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

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 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

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.
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

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
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

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
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

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 1 6 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

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 1 6 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

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 1 6 9 3+	**Points: 333** **Composition:** **1 Land Raider Terminus**
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

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 Any model may take up to one of each E	**Rules** Predator: 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

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

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
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

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
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

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
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

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

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, Scorpius 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	Scorpius 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

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

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
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

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

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

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. 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

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	6” Aura, this model and target unit gain 5+ Invulnerability Save.

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

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:**	

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 Blood Angels Razorbacks may swap 2 Linked Heavy Bolters for BAT instead May take one D May take one M May take one P May take up to one of each E	**Rules** Razorback: 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 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

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 E Extra Armour +5 points E Smoke Launchers +10 points	

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

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**
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

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 (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

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
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

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

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 1 9 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
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

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
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	8 Or	1+ Or	Assault 1, Melta, (Monsterbane), Turret Or

		24	4	5+	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

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

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

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

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

Imperial Fortress Gate Gate Towers Walls Towers	**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+	**Points: 2339** **Composition:** **1 Gate** **2 Gate Towers** **2 Walls** **2 Towers**
Wargear Gate: Heavy Gate Gate Tower: 2 Linked Heavy Bolters Wall: None Tower: 2 Linked Autocannons	**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	**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. 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	**Special Wargear Upgrades:**	

cannot be Closed if models are Obstructing the Gate.		

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

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

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

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: Punisher Gatling Cannon Punisher Gatling Cannon	**Options** May swap any 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. 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

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

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 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

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

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
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

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**