DEFENDERS OF MANKIND

These datasheets allow you to fight Apocalypse battles with your Space Marines miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

KEYWORDS

Throughout these datasheets you will come across the **<Chapter>** keyword. This is shorthand for a keyword of your choosing, as described below.

<CHAPTER>

All Space Marine units are drawn from a Chapter. Some datasheets specify what Chapter the unit is drawn from, but where a datasheet does not, it will have the **<Chapter>** keyword. When you include such a unit in your army, you must nominate which Chapter that unit is from. You then simply replace the **<Chapter>** keyword in every instance on that unit's datasheet with the name of your chosen Chapter.

For example, if you were to include a Chaplain Venerable Dreadnought in your army, and you decided he was from the Blood Ravens Chapter, his **<Chapter>** Faction keyword is changed to **Blood Ravens** and his Icon of Hate ability would then read 'Add 1 to wound rolls for attacks made with melee weapons by friendly **Blood Ravens** units whilst they are within 6" of this unit.'

You cannot choose the **Grey Knights** or **Legion of the Damned** keyword when nominating which Chapter a unit is from.

DEIMOS PATTERN RELIC PREDATOR

6

A Deimos Pattern Relic Predator is a unit that contains 1 model. It is equipped with: Plasma Destroyer; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Deimos Pattern Relic Predator	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
C-beam Cannon	Heavy	72"	1	8+	7+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Infernus Cannon	Heavy	8"	2	5+	8+	Inferno
Lascannon	Heavy	48"	1	10+	5+	-
Magna-melta Cannon	Heavy	24"	1	11+	3+	-
Plasma Destroyer	Heavy	36"	2	8+	7+	Supercharge
Predator Autocannon	Heavy	48"	2	7+	7+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Plasma Destroyer, this unit can be equipped with one of the following: 1 C-beam Cannon; 1 Infernus Cannon; 1 Magna-melta Cannon; 1 Predator Autocannon; 1 Twin Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Heavy Flamers; 2 Lascannons.
- This unit can also be equipped with 1 Storm Bolter (**Power Rating +1**).

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Relic, Predator, Deimos Pattern Relic Predator

DEIMOS PATTERN VINDICATOR LASER DESTROYER

10

A Deimos Pattern Vindicator Laser Destroyer is a unit that contains 1 model. It is equipped with: Laser Volley Cannon; Storm Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Deimos Pattern Vindicator Laser Destroyer	**10"**	**6+**	**3+**	**1**	**2**	**6**	**5+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Laser Volley Cannon	Heavy	36"	2	10+	5+	Supercharge, Destroyer
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Relic, Vindicator, Deimos Pattern Vindicator Laser Destroyer

INFERNUM PATTERN RAZORBACK

5

An Infernum Pattern Razorback is a unit that contains 1 model. It is equipped with: Multi-melta; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Infernum Pattern Razorback	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Multi-melta	Heavy	24"	1	10+	4+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with 1 Storm Bolter (**Power Rating +1**).

TRANSPORT

This unit can transport up to 6 friendly <**Chapter**> **Infantry** models. It cannot transport **Terminator**, **Jump Pack**, **Centurion** or **Primaris** models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Transport, Razorback, Infernum Pattern Razorback

RELIC LAND RAIDER PROTEUS

15

A Relic Land Raider Proteus is a unit that contains 1 model. It is equipped with: 2 Twin Lascannons; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Relic Land Raider Proteus	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can have an Explorator Augury Web. If this unit has an Explorator Augury Web, it:
  - Has a transport capacity of 6 instead of 10.
  - Has the following additional abilities: **Explorator Augury Web**.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Bolter; 1 Multi-melta; 1 Twin Heavy Bolter; 1 Twin Heavy Flamer.
- This unit can also be equipped with 1 Storm Bolter (**Power Rating +1**).

ABILITIES

Explorator Augury Web: Enemy units cannot be set up within 12" of this unit during the Set Up Reinforcements step.

TRANSPORT

This unit can transport up to 10 friendly <Chapter> Infantry models. Terminator and Jump Pack models take up the space of 2 other models and each Centurion model takes up the space of 3 other models. It cannot transport Primaris models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Transport, Relic, Land Raider, Relic Land Raider Proteus

LAND RAIDER HELIOS

13

A Land Raider Helios is a unit that contains 1 model. It is equipped with: Helios Launcher; 2 Twin Lascannons; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Land Raider Helios	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Helios Launcher	Heavy	72"	2	7+	7+	Barrage
Twin Lascannon	Heavy	48"	2	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with 1 Storm Bolter (**Power Rating +1**).

TRANSPORT

This unit can transport up to 6 friendly <**Chapter**> **Infantry** models. **Terminator** and **Jump Pack** models take up the space of 2 other models and each **Centurion** model takes up the space of 3 other models. It cannot transport **Primaris** models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Transport, Land Raider, Land Raider Helios

TERRAX-PATTERN TERMITE ASSAULT DRILL

12

A Terrax-pattern Termite Assault Drill is a unit that contains 1 model. It is equipped with: Melta Cutter; 2 Storm Bolters; Termite Drill.

	M	WS	BS	A	W	Ld	Sv
Terrax-pattern Termite Assault Drill	8"	4+	3+	2	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Melta Cutter	Heavy	12"	1	10+	4+	-
Twin Volkite Charger	Heavy	15"	1	6+	7+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Termite Drill	Melee	Melee	User	6+	6+	Destroyer

WARGEAR

- Instead of 2 Storm Bolters, this unit can be equipped with one of the following: 2 Heavy Flamers; 2 Twin Volkite Chargers.

ABILITIES

Deep Strike

TRANSPORT

This unit can transport up to 12 friendly <**Chapter**> **Infantry** models. It cannot transport **Jump Pack**, **Terminator**, **Centurion**, **Primaris** or **Wulfen** models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Heavy, Vehicle, Transport, Termite Assault Drill

LAND RAIDER PROMETHEUS

13

A Land Raider Prometheus is a unit that contains 1 model. It is equipped with: 2 Quad Heavy Bolters; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Land Raider Prometheus	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Multi-melta	Heavy	24"	1	10+	4+	-
Quad Heavy Bolter	Heavy	36"	2	5+	8+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with 1 Storm Bolter (**Power Rating +1**)
- This unit can also be equipped with 1 Multi-melta (**Power Rating +1**)

ABILITIES

Battle Auspex: This unit does not suffer the penalty for attacks made with ranged weapons that target obscured targets.

TRANSPORT

This unit can transport up to 10 friendly <**Chapter**> **Infantry** models. **Terminator** and **Jump Pack** models take up the space of 2 other models and each **Centurion** model takes up the space of 3 other models. It cannot transport **Primaris** models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Transport, Land Raider, Land Raider Prometheus

LAND RAIDER ACHILLES

14

A Land Raider Achilles is a unit that contains 1 model. It is equipped with: Quad Launcher; 2 Twin Multi-meltas; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Land Raider Achilles	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Quad Launcher	Heavy	48"	1	5+	5+	Barrage
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Twin Multi-melta	Heavy	24"	2	10+	4+	-
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with 1 Storm Bolter (**Power Rating +1**).

TRANSPORT

This unit can transport up to 6 friendly <**Chapter**> **Infantry** models. Each **Terminator** and **Jump Pack** model takes up the space of 2 other models and each **Centurion** model takes up the space of 3 other models. It cannot transport **Primaris** models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Transport, Land Raider, Land Raider Achilles

RELIC SICARAN BATTLE TANK

11

A Relic Sicaran Battle Tank is a unit that contains 1 model. It is equipped with: Heavy Bolter; Twin Accelerator Autocannon; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Relic Sicaran Battle Tank	14"	6+	3+	1	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Twin Accelerator Autocannon	Heavy	48"	2	5+	8+	Anti-air
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following: 2 Heavy Bolters (**Power Rating +1**); 2 Lascannons (**Power Rating +2**).
- This unit can also be equipped with 1 Storm Bolter (**Power Rating +1**).

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Relic, Sicaran, Relic Sicaran Battle Tank

RELIC SICARAN VENATOR TANK DESTROYER

10

A Relic Sicaran Venator Tank Destroyer is a unit that contains 1 model. It is equipped with: Heavy Bolter; Neutron Pulse Cannon; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Relic Sicaran Venator Tank Destroyer	14"	6+	3+	1	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Neutron Pulse Cannon	Heavy	36"	1	6+	6+	Destroyer
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following: 2 Heavy Bolters (**Power Rating +1**); 2 Lascannons (**Power Rating +2**).
- This unit can also be equipped with 1 Storm Bolter (**Power Rating +1**).

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Relic, Sicaran, Relic Sicaran Venator Tank Destroyer

RELIC SICARAN PUNISHER ASSAULT TANK

11

A Relic Sicaran Punisher Assault Tank is a unit that contains 1 model. It is equipped with: Heavy Bolter; Punisher Rotary Cannon; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Relic Sicaran Punisher Tank Destroyer	14"	6+	3+	1	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Punisher Rotary Cannon	Heavy	36"	3	5+	11+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following: 2 Heavy Bolters (**Power Rating +1**); 2 Lascannons (**Power Rating +2**).
- This unit can also be equipped with 1 Storm Bolter (**Power Rating +1**).

ABILITIES

Rolling Thunder: Re-roll hit rolls of 1 for attacks made by this unit with its Punisher Rotary Cannon.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Relic, Sicaran, Relic Sicaran Punisher Assault Tank

RELIC SPARTAN ASSAULT TANK

22

A Relic Spartan Assault Tank is a unit that contains 1 model. It is equipped with: 2 Laser Destroyers; Twin Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Relic Spartan Assault Tank	10"	5+	3+	2	4	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Laser Destroyer	Heavy	36"	1	9+	3+	Destroyer
Multi-melta	Heavy	24"	1	10+	4+	-
Quad Lascannon	Heavy	48"	2	9+	3+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Laser Destroyers, this unit can be equipped with 2 Quad Lascannons.
- Instead of 1 Twin Heavy Bolter, this unit can be equipped with 1 Twin Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Bolter; 1 Heavy Flamer; 1 Multi-melta; 1 Storm Bolter.

TRANSPORT

This unit can transport up to 25 friendly <Chapter> Infantry models. Each Terminator and Jump Pack model takes up the space of 2 other models and each Centurion model takes up the space of 3 other models. It cannot transport Primaris models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Super-heavy, Vehicle, Transport, Relic, Relic Spartan Assault Tank

RELIC TYPHON HEAVY SIEGE TANK

20

A Relic Typhon Heavy Siege Tank is a unit that contains 1 model. It is equipped with: Dreadhammer Siege Cannon; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Relic Typhon Heavy Siege Tank	10"	5+	3+	2	4	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Dreadhammer Siege Cannon	Heavy	24"	3	4+	5+	Destroyer
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Lascannon	Heavy	48"	1	10+	5+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following: 2 Heavy Bolters (**Power Rating +1**); 2 Lascannons (**Power Rating +2**).
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Bolter; 1 Heavy Flamer; 1 Multi-melta; 1 Storm Bolter.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Super-heavy, Vehicle, Titanic, Relic, Relic Typhon Heavy Siege Tank

RELIC CERBERUS HEAVY TANK DESTROYER

A Relic Cerberus Heavy Tank Destroyer is a unit that contains 1 model. It is equipped with: Heavy Neutron Pulse Array; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Relic Cerberus Heavy Tank Destroyer	10"	5+	3+	3	4	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Neutron Pulse Array	Heavy	72"	2	6+	6+	Destroyer
Lascannon	Heavy	48"	1	10+	5+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following: 2 Heavy Bolters (**Power Rating +1**); 2 Lascannons (**Power Rating +2**).
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Bolter; 1 Heavy Flamer; 1 Multi-melta; 1 Storm Bolter.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Super-heavy, Vehicle, Titanic, Relic, Relic Cerberus Heavy Tank Destroyer

RELIC FELLBLADE SUPER-HEAVY TANK

A Relic Fellblade Super-heavy Tank is a unit that contains 1 model. It is equipped with: Demolisher Cannon; Fellblade Accelerator Cannon; 2 Laser Destroyers; Twin Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Relic Fellblade Super-heavy Tank	10"	5+	3+	2	5	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Fellblade Accelerator Cannon	Heavy	100"	2	4+	4+	Destroyer
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Laser Destroyer	Heavy	36"	1	9+	3+	Destroyer
Multi-melta	Heavy	24"	1	10+	4+	-
Quad Lascannon	Heavy	48"	2	9+	3+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Laser Destroyers, this unit can be equipped with 2 Quad Lascannons.
- Instead of 1 Twin Heavy Bolter, this unit can be equipped with 1 Twin Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Bolter; 1 Heavy Flamer; 1 Multi-melta; 1 Storm Bolter.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Super-heavy, Titanic, Vehicle, Relic, Relic Fellblade Super-heavy Tank

RELIC FALCHION SUPER-HEAVY TANK DESTROYER

34

A Relic Falchion Super-heavy Tank Destroyer is a unit that contains 1 model. It is equipped with: 2 Quad Lascannons; Twin Heavy Bolter; Twin Volcano Cannon; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Relic Falchion Super-heavy Tank Destroyer	10"	5+	3+	2	5	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Laser Destroyer	Heavy	36"	1	9+	3+	Destroyer
Multi-melta	Heavy	24"	1	10+	4+	-
Quad Lascannon	Heavy	48"	2	9+	3+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Twin Volcano Cannon	Heavy	120"	2	3+	3+	Destroyer
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Laser Destroyers, this unit can be equipped with 2 Quad Lascannons.
- Instead of 1 Twin Heavy Bolter, this unit can be equipped with 1 Twin Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Bolter; 1 Heavy Flamer; 1 Multi-melta; 1 Storm Bolter.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Super-heavy, Titanic, Vehicle, Relic, Relic Falchion Super-heavy Tank Destroyer

RELIC MASTODON SUPER-HEAVY SIEGE TRANSPORT

A Relic Mastodon Super-heavy Siege Transport is a unit that contains 1 model. It is equipped with: 2 Heavy Flamers; 2 Lascannons; Siege Melta Array; Skyreaper Battery; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Relic Mastodon Super-heavy Siege Transport	**10"**	**5+**	**3+**	**2**	**6**	**7**	**4+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Lascannon	Heavy	48"	1	10+	5+	-
Siege Melta Array	Heavy	12"	4	11+	3+	-
Skyreaper Battery	Heavy	48"	3	7+	5+	Anti-air
Armoured Tracks	Melee	Melee	User	10+	10+	-

ABILITIES

Void Shields: At the start of the Damage phase, you can remove one blast marker from this unit. Small blast markers must be removed before large blast markers.

TRANSPORT

This unit can transport friendly <**Chapter**> models in one of the following combinations:

- Up to 40 **Infantry** models.
- Up to 30 **Infantry** models and 1 **Dreadnought** model.
- Up to 20 **Infantry** models and up to 2 **Dreadnought** models.

Each **Terminator** and **Jump Pack** model takes the space of 2 other **Infantry** models and each **Centurion** model takes the space of 3 other **Infantry** models. It cannot transport **Primaris** models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Super-heavy, Vehicle, Titanic, Transport, Relic, Mastodon Super-heavy Siege Transport

ASTRAEUS SUPER-HEAVY TANK

An Astraeus Super-heavy Tank is a unit that contains 1 model. It is equipped with: Ironhail Heavy Stubber; 2 Las-rippers; Twin Heavy Bolter; Twin Macro-accelerator Cannon; Storm Bolter; Enhanced Repulsor Fields.

	M	WS	BS	A	W	Ld	Sv
Astraeus Super-heavy Tank	12"	5+	3+	2	6	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Ironhail Heavy Stubber	Heavy	36"	1	8+	10+	-
Las-ripper	Heavy	24"	1	10+	4+	-
Plasma Eradicator	Heavy	36"	1	5+	6+	Supercharge
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Twin Macro-accelerator Cannon	Heavy	72"	4	5+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Enhanced Repulsor Fields	Melee	Melee	User	6+	6+	-

WARGEAR OPTIONS

- Instead of 1 Twin Heavy Bolter, this unit can be equipped with 1 Twin Lascannon.
- This unit can also be equipped with 1 Ironhail Heavy Stubber (**Power Rating +1**).
- Instead of 2 Las-rippers, this unit can be equipped with 2 Plasma Eradicators (**Power Rating +2**).

ABILITIES

Hover: Distances are measured to and from this unit's hull, even though it has a base.

Void Shields: At the start of the Damage phase, you can remove one blast marker from this unit. Small blast markers must be removed before large blast markers.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Super-heavy, Vehicle, Fly, Astraeus Super-heavy Tank

MORTIS DREADNOUGHT

6

A Mortis Dreadnought is a unit that contains 1 model. It is equipped with: 2 Twin Heavy Bolters; Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
Mortis Dreadnought	6"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Cannon	Heavy	24"	2	6+	8+	-
Heavy Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Autocannon	Heavy	48"	2	8+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Feet	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS

- Instead of 2 Twin Heavy Bolters, this unit can be equipped with one of the following (**Power Rating +1**): 2 Assault Cannons; 2 Heavy Plasma Cannons; 2 Missile Launchers; 2 Multi-meltas; 2 Twin Autocannons; 2 Twin Lascannons.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Dreadnought, Mortis Dreadnought

SIEGE DREADNOUGHT

5

A Siege Dreadnought is a unit that contains 1 model. It is equipped with: Dreadnought Inferno Cannon; Meltagun; Seismic Hammer.

	M	WS	BS	A	W	Ld	Sv
Siege Dreadnought	6"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Dreadnought Inferno Cannon	Heavy	8"	2	5+	7+	Inferno
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Meltagun	Heavy	12"	1	11+	7+	-
Twin Autocannon	Heavy	48"	2	8+	8+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Feet	Melee	Melee	User	9+	10+	-
Seismic Hammer	Melee	Melee	User	7+	4+	-

WARGEAR OPTIONS

- Instead of 1 Dreadnought Inferno Cannon, this unit can be equipped with one of the following (**Power Rating +1**): 1 Twin Autocannon; 1 Twin Lascannon.
- Instead of 1 Meltagun and 1 Seismic Hammer, this unit can be equipped with 1 Dreadnought Inferno Cannon and Armoured Feet.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Dreadnought, Siege Dreadnought

CONTEMPTOR MORTIS DREADNOUGHT

9

A Contemptor Mortis Dreadnought is a unit that contains 1 model. It is equipped with: 2 Twin Heavy Bolters.

	M	WS	BS	A	W	Ld	Sv
Contemptor Mortis Dreadnought	9"	2+	2+	2	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Cyclone Missile Launcher	Heavy	36"	2	7+	7+	-
Heavy Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Kheres Assault Cannon	Heavy	24"	2	7+	7+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Autocannon	Heavy	48"	2	8+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Feet	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS

- Instead of 2 Twin Heavy Bolters, this unit can be equipped with one of the following (**Power Rating +1**): 2 Heavy Plasma Cannons; 2 Kheres Assault Cannons; 2 Multi-meltas; 2 Twin Autocannons; 2 Twin Lascannons.
- This unit can also be equipped with 1 Cyclone Missile Launcher (**Power Rating +1**).

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Dreadnought, Contemptor Mortis Dreadnought

CHAPLAIN VENERABLE DREADNOUGHT

11

A Chaplain Venerable Dreadnought is a unit that contains 1 model. It is equipped with: 2 Storm Bolters; 2 Dreadnought Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Chaplain Venerable Dreadnought	6"	2+	2+	2	2	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Cannon	Heavy	24"	2	6+	8+	-
Dreadnought Inferno Cannon	Heavy	8"	2	5+	7+	Inferno
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Dreadnought Combat Weapon	Melee	Melee	User	6+	6+	-

WARGEAR OPTIONS

- For each Storm Bolter this unit is equipped with, it can instead be equipped with 1 Heavy Flamer.
- Instead of 1 Storm Bolter and 1 Dreadnought Combat Weapon, this unit can be equipped with one of the following: 1 Assault Cannon; 1 Dreadnought Inferno Cannon; 1 Heavy Plasma Cannon; 1 Multi-melta; 1 Twin Lascannon.

ABILITIES

Ignore Damage (6+)

Icon of Hate: Add 1 to wound rolls for attacks made with melee weapons by friendly <CHAPTER> units whilst they are within 6" of this unit.

Unstoppable Fury: Re-roll hit rolls of 1 for attacks made by this unit with melee weapons whilst it is equipped with 2 Dreadnought Combat Weapons.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: HEAVY, VEHICLE, CHARACTER, DREADNOUGHT, CHAPLAIN VENERABLE DREADNOUGHT

RELIC CONTEMPTOR DREADNOUGHT

10

A Relic Contemptor Dreadnought is a unit that contains 1 model. It is equipped with: 2 Storm Bolters; 2 Dreadnought Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Relic Contemptor Dreadnought	9"	2+	2+	2	2	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
C-beam Cannon	Heavy	72"	1	8+	7+	-
Graviton Blaster	Heavy	18"	1	9+	8+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Kheres Assault Cannon	Heavy	24"	2	7+	7+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Blastgun	Heavy	96"	4	6+	5+	Supercharge
Twin Autocannon	Heavy	48"	2	8+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Feet	Melee	Melee	User	9+	10+	-
Dreadnought Chainfist	Melee	Melee	User	5+	7+	-
Dreadnought Combat Weapon	Melee	Melee	User	6+	6+	-

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Dreadnought, Relic, Relic Contemptor Dreadnought

RELIC CONTEMPTOR DREADNOUGHT

10

WARGEAR OPTIONS

- For each Dreadnought Combat Weapon this unit is equipped with, it can instead be equipped with 1 Dreadnought Chainfist.
- Instead of 1 Storm Bolter and 1 Dreadnought Combat Weapon, this unit can be equipped with one of the following: 1 C-beam Cannon; 1 Kheres Assault Cannon; 1 Heavy Plasma Cannon; 1 Multi-melta; 1 Twin Autocannon; 1 Twin Heavy Bolter; 1 Twin Lascannon.
- Instead of 2 Storm Bolters and 2 Dreadnought Combat Weapons, this unit can be equipped with two of the following in any combination: 1 C-beam Cannon; 1 Kheres Assault Cannon; 1 Heavy Plasma Cannon; 1 Multi-melta; 1 Twin Autocannon; 1 Twin Heavy Bolter; 1 Twin Lascannon.
- For each Storm Bolter this unit is equipped with, it can instead be equipped with one of the following: 1 Graviton Blaster; 1 Heavy Flamer; 1 Plasma Blastgun.
- If this unit is not equipped with any other melee weapons, it is also equipped with Armoured Feet.

ABILITIES

Ignore Damage (6+)

Unstoppable Fury: If this unit is equipped with two melee weapons, re-roll hit rolls of 1 for attacks made by this unit with melee weapons.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Dreadnought, Relic, Relic Contemptor Dreadnought

RELIC DEREDEO DREADNOUGHT

11

A Relic Deredeo Dreadnought is a unit that contains 1 model. It is equipped with: Anvilus Autocannon Battery; Twin Heavy Bolter; Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
Relic Deredeo Dreadnought	7"	4+	2+	2	3	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Aiolos Missile Launcher	Heavy	48"	1	6+	8+	Barrage
Anvilus Autocannon Battery	Heavy	36"	2	6+	7+	-
Arachnus Heavy Lascannon Battery	Heavy	48"	2	7+	7+	-
Hellfire Plasma Carronade	Heavy	24"	2	6+	6+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Armoured Feet	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS

- Instead of 1 Anvilus Autocannon Battery, this unit can be equipped with one of the following: 1 Arachnus Heavy Lascannon Battery; 1 Hellfire Plasma Carronade.
- Instead of 1 Twin Heavy Bolter, this unit can be equipped with 1 Twin Heavy Flamer.
- This unit can also be equipped with 1 Aiolos Missile Launcher (**Power Rating +1**), or it can have an Atomantic Pavaise (**Power Rating +1**). If this unit has an Atomantic Pavaise, it has the following additional abilities: **Atomantic Pavaise**.

ABILITIES

Atomantic Pavaise: Add 1 to saving throws made for **<Chapter>** units whilst they are within 6" of any friendly **<Chapter>** units that have an Atomantic Pavaise.

Helical Targeting Array: When this unit makes a Shoot action, if it has remained stationary this turn, add the Anti-air ability to its weapons for that action.

Bulky: This model cannot embark aboard a **Transport**.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Dreadnought, Relic, Relic Deredeo Dreadnought

RELIC LEVIATHAN DREADNOUGHT

10

A Relic Leviathan Dreadnought is a unit that contains 1 model. It is equipped with: 2 Heavy Flamers; 2 Meltaguns; 2 Siege Claws.

	M	WS	BS	A	W	Ld	Sv
Relic Leviathan Dreadnought	8"	2+	2+	2	3	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Cyclonic Melta Lance	Heavy	18"	1	5+	5+	-
Grav-flux Bombard	Heavy	18"	1	7+	7+	Destroyer
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Meltagun	Heavy	12"	1	11+	7+	-
Storm Cannon Array	Heavy	36"	2	6+	7+	-
Siege Claw	Melee	Melee	User	5+	6+	-
Siege Drill	Melee	Melee	User	6+	5+	-

WARGEAR OPTIONS

- Instead of 1 Meltagun and 1 Siege Claw, this unit can be equipped with one of the following: 1 Cyclonic Melta Lance (**Power Rating +4**); 1 Grav-flux Bombard (**Power Rating +1**); 1 Meltagun and 1 Siege Drill; 1 Storm Cannon Array (**Power Rating +1**).
- Instead of 2 Siege Claws and 2 Meltaguns, this unit can be equipped with two of the following in any combination: 1 Cyclonic Melta Lance (**Power Rating +4**); 1 Grav-flux Bombard (**Power Rating +1**); 1 Meltagun and 1 Siege Drill; 1 Storm Cannon Array (**Power Rating +1**).

ABILITIES

Bulky: This model cannot embark aboard a **Transport**.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Dreadnought, Relic, Relic Leviathan Dreadnought

LAND SPEEDER TEMPESTS

7

Land Speeder Tempests are a unit that contains 1 model. It can contain 2 models (**Power Rating 14**) or 3 models (**Power Rating 21**). It is equipped with: Armoured Hulls.

	M	WS	BS	A	W	Ld	Sv
Land Speeder Tempests (1 model)	**15"**	**3+**	**3+**	**1**	**1**	**6**	**6+**
Land Speeder Tempests (2 models)	**15"**	**3+**	**3+**	**2**	**2**	**6**	**6+**
Land Speeder Tempests (3 models)	**15"**	**3+**	**3+**	**3**	**3**	**6**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Cannon	Heavy	24"	2	6+	8+	-
Tempest Salvo Launcher	Heavy	36"	1	7+	7+	-
Armoured Hulls	Melee	Melee	User	11+	11+	-

WARGEAR OPTIONS

- For each model this unit contains, this unit is also equipped with 1 Assault Cannon and 2 Tempest Salvo Launchers.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Fly, Land Speeder, Land Speeder Tempests

RELIC JAVELIN ATTACK SPEEDER

9

A Relic Javelin Attack Speeder is a unit that contains 1 model. It is equipped with: Heavy Bolter; Typhoon Launcher; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Relic Javelin Attack Speeder	15"	3+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Typhoon Launcher	Heavy	48"	2	7+	7+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Multi-melta.
- Instead of 1 Typhoon Launcher, this unit can be equipped with 1 Twin Lascannon.

ABILITIES

Stealth

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Fly, Relic, Land Speeder, Relic Javelin Attack Speeder

XIPHON INTERCEPTOR

11

A Xiphon Interceptor is a unit that contains 1 model. It is equipped with: 2 Twin Lascannons; Xiphon Missile Battery; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Xiphon Interceptor	**20"-50"**	**6+**	**3+**	**1**	**2**	**6**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Lascannon	Heavy	48"	2	10+	5+	-
Xiphon Missile Battery	Heavy	60"	1	7+	7+	-
Armoured Bulk	Melee	Melee	User	11+	11+	-

ABILITIES

Supersonic

Skyborne Predator: Add 1 to hit rolls for attacks made by this unit that target units that can **Fly**.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Fly, Aircraft , Xiphon Interceptor

STORM EAGLE ASSAULT GUNSHIP

15

A Storm Eagle Assault Gunship is a unit that contains 1 model. It is equipped with: Hellstrike Missiles; Twin Heavy Bolter; Vengeance Launcher; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Storm Eagle Assault Gunship	**20"-45"**	**6+**	**3+**	**2**	**3**	**7**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hellstrike Missiles	Heavy	72"	1	6+	6+	-
Twin Heavy Bolter	Heavy	36"	2	7+	10+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Twin Multi-melta	Heavy	24"	2	11+	4+	-
Typhoon Missile Launcher	Heavy	48"	1	7+	7+	-
Vengeance Launcher	Heavy	48"	2	6+	10+	-
Armoured Bulk	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Twin Heavy Bolter, this unit can be equipped with one of the following: 1 Twin Multi-melta; 1 Typhoon Missile Launcher.
- Instead of Hellstrike Missiles, this unit can be equipped with 2 Twin Lascannons (**Power Rating +2**).

ABILITIES

Supersonic

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

TRANSPORT

This unit can transport up to 20 friendly <**Chapter**> **Infantry** models. Each **Terminator** and **Jump Pack** model takes up the space of 2 other models and each **Centurion** model takes up the space of 3 other models. It cannot transport **Primaris** models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Fly, Transport, Aircraft, Storm Eagle Assault Gunship

STORM EAGLE ASSAULT GUNSHIP – ROC PATTERN

A Storm Eagle Assault Gunship – ROC Pattern is a unit that contains 1 model. It is equipped with: ROC Missile Launcher; Twin Heavy Bolter; 2 Twin Lascannons; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Storm Eagle Assault Gunship – ROC Pattern	20"-45"	6+	3+	2	3	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
ROC Missile Launcher	Heavy	48"	1	6+	6+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Twin Multi-melta	Heavy	24"	2	10+	4+	-
Typhoon Missile Launcher	Heavy	48"	2	7+	7+	-
Armoured Bulk	Melee	Melee	User	11+	11+	-

WARGEAR OPTIONS

- Instead of 1 Twin Heavy Bolter, this unit can be equipped with one of the following: 1 Twin Multi-melta; 1 Typhoon Missile Launcher.

ABILITIES

Supersonic

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

TRANSPORT

This unit can transport up to 14 friendly **Minotaurs Infantry** models. Each **Terminator** and **Jump Pack** model takes up the space of 2 other models, each **Centurion** model takes up the space of 3 other models. It cannot transport **Primaris** models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Minotaurs

KEYWORDS: Heavy, Vehicle, Fly, Transport, Aircraft, Storm Eagle Gunship, ROC Pattern

FIRE RAPTOR ASSAULT GUNSHIP

19

A Fire Raptor Assault Gunship is a unit that contains 1 model. It is equipped with: Hellstrike Missiles; 2 Quad Heavy Bolters; Twin Avenger Bolt Cannon; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Fire Raptor Assault Gunship	**20"-45"**	**6+**	**3+**	**1**	**3**	**7**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hellstrike Missiles	Heavy	72"	1	6+	6+	-
Quad Heavy Bolter	Heavy	36"	2	5+	8+	-
Twin Autocannon	Heavy	48"	2	8+	8+	-
Twin Avenger Bolt Cannon	Heavy	36"	2	7+	7+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Bulk	Melee	Melee	User	11+	11+	-

WARGEAR OPTIONS

- Instead of Hellstrike Missiles, this unit can be equipped with 2 Twin Lascannons (**Power Rating +2**).
- Instead of 2 Quad Heavy Bolters, this unit can be equipped with 2 Twin Autocannons.

ABILITIES

Supersonic

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Fly, Aircraft, Fire Raptor Assault Gunship

CAESTUS ASSAULT RAM

15

A Caestus Assault Ram is a unit that contains 1 model. It is equipped with: 2 Firefury Missile Batteries; Twin Magna-melta; Caestus Ram.

	M	WS	BS	A	W	Ld	Sv
Caestus Assault Ram	**20"-50"**	**5+**	**3+**	**2**	**3**	**7**	**4+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Firefury Missile Battery	Heavy	72"	1	7+	7+	-
Twin Magna-melta	Heavy	24"	2	10+	3+	-
Caestus Ram	Melee	Melee	User	10+	6+	-

ABILITIES

Supersonic

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

TRANSPORT

This unit can transport up to 10 friendly <**Chapter**> **Infantry** models. It cannot transport **Jump Pack**, **Centurion** or **Primaris** models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Fly, Transport, Aircraft, Caestus Assault Ram

THUNDERHAWK ASSAULT GUNSHIP

A Thunderhawk Assault Gunship is a unit that contains 1 model. It is equipped with: Hellstrike Battery; 2 Lascannons; Thunderhawk Heavy Cannon; 4 Twin Heavy Bolters; Massively Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Thunderhawk Assault Gunship	20"-50"	6+	2+	2	6	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hellstrike Battery	Heavy	72"	2	8+	6+	-
Lascannon	Heavy	48"	1	10+	5+	-
Thunderhawk Heavy Cannon	Heavy	48"	3	6+	6+	-
Turbo-laser Destructor	Heavy	96"	1	7+	3+	Destroyer
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Massively Armoured Bulk	Melee	Melee	User	9+	9+	-

WARGEAR OPTIONS

- Instead of 1 Thunderhawk Heavy Cannon, this unit can be equipped with 1 Turbo-laser Destructor.
- Instead of being equipped with 1 Hellstrike Battery, this unit can have Thunderhawk Cluster Bombs. If it does, it gains the following additional abilities: **Thunderhawk Cluster Bombs**.

ABILITIES

Supersonic

Thunderhawk Cluster Bombs: When a unit with Thunderhawk Cluster Bombs finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll six D6, subtracting 1 from each result if that unit is a **Character**; for each result of 4+ place one blast marker next to that unit.

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

TRANSPORT

This unit can transport friendly **<Chapter>** models in one of the following combinations:

- Up to 30 **Infantry** (excluding **Primaris**) or **Biker** models.
- Up to 15 **Primaris Infantry** models.

Each **Terminator** and **Jump Pack** model takes up the space of 2 other models and each **Centurion** and **Biker** model takes up the space of 3 other models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Super-heavy, Titanic, Aircraft, Fly, Transport, Vehicle, Titanic, Thunderhawk Assault Gunship

THUNDERHAWK TRANSPORTER

30

A Thunderhawk Transporter is a unit that contains 1 model. It is equipped with: Hellstrike Battery; 4 Twin Heavy Bolters; Massively Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Thunderhawk Transporter	20"-50"	6+	2+	2	6	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hellstrike Battery	Heavy	72"	2	8+	6+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Massively Armoured Bulk	Melee	Melee	User	9+	9+	-

ABILITIES

Supersonic

Hover Jet: At the start of the Action phase, you can declare that this model will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses its Supersonic ability.

TRANSPORT

This unit can transport up to 15 friendly <**Chapter**> **Infantry** or **Biker** models. Each **Terminator** and **Jump Pack** model takes up the space of 2 other models and each **Centurion** and **Biker** model takes up the space of 3 other models. It cannot transport **Primaris** models.

In addition, this unit can also transport one of the following:

- 1 **Land Raider** model or 1 **Relic Spartan Assault Tank** model
- Up to two of the following models: **Rhino, Razorback, Predator, Whirlwind, Hunter, Stalker, Vindicator**. **Land Raider**, **Relic Spartan Assault Tank**, **Rhino** and **Razorback** models can transport models whilst they are embarked aboard this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Super-heavy, Vehicle, Titanic, Aircraft, Transport, Fly, Thunderhawk Transporter

SOKAR PATTERN STORMBIRD

46

A Sokar Pattern Stormbird is a unit that contains 1 model. It is equipped with: Hellstrike Battery; 3 Twin Heavy Bolters; 4 Twin Lascannons; Massively Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Sokar Pattern Stormbird	20"-50"	6+	2+	1	8	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hellstrike Battery	Heavy	72"	2	8+	6+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Massively Armoured Bulk	Melee	Melee	User	9+	9+	-

ABILITIES

Supersonic

Void Shields: At the start of the Damage phase, you can remove one blast marker from this unit. Small blast markers must be removed before large blast markers.

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

Projected Void Shields: Improve the Save characteristic (to a maximum of 3+) of friendly units by 1 whilst they are wholly within 8" of any units with this ability that do not have the Supersonic ability.

TRANSPORT

This unit can transport up to 50 friendly <**Chapter**> **Infantry** or **Biker** models, or up to 25 friendly <**Chapter**> **Infantry** or **Biker** models and 1 **Rhino** model. Each **Terminator** and **Jump Pack** model takes up the space of 2 other models and each **Centurion** and **Biker** model takes up the space of 3 other models. A **Rhino** can transport models whilst it is embarked aboard this unit

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Super-heavy, Aircraft, Titanic, Fly, Transport, Vehicle, Sokar Pattern Stormbird

DAMOCLES COMMAND RHINO

6

A Damocles Command Rhino is a unit that contains 1 model. It is equipped with: Storm Bolter; Armoured Tracks. You can only include one of this unit in each Detachment in your army.

	M	WS	BS	A	W	Ld	Sv
Damocles Command Rhino	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

ABILITIES

Orbital Strike Augur: Once per battle, at the start of any Orders phase, you can search through your Command Asset deck and draw one Orbital Strike Command Asset card. Add the drawn card to your hand, then shuffle the Command Asset deck and place it face down.

TRANSPORT

This unit can transport 1 friendly <Chapter> Infantry Character model. It cannot transport Primaris, Centurion or Terminator models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Transport, Rhino, Damocles Command Rhino

WHIRLWIND HYPERIOS

8

A Whirlwind Hyperios is a unit that contains 1 model. It is equipped with: Hyperios Launcher; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Whirlwind Hyperios	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hyperios Launcher	Heavy	72"	2	7+	7+	Anti-air, Barrage
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with 1 Storm Bolter (**Power Rating +1**).

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Whirlwind, Whirlwind Hyperios

RELIC WHIRLWIND SCORPIUS

8

A Relic Whirlwind Scorpius is a unit that contains 1 model. It is equipped with: Scorpius Multi-launcher; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Relic Whirlwind Scorpius	**12"**	**6+**	**3+**	**1**	**2**	**6**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Scorpius Multi-launcher	Heavy	48"	3	7+	10+	Barrage
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with 1 Storm Bolter (**Power Rating +1**).

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Whirlwind, Relic Whirlwind Scorpius

RAPIER CARRIER

4

A Rapier Carrier is a unit that contains 3 models. It is equipped with: Quad Heavy Bolter; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Rapier Carrier	3"	3+	3+	1	1	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Laser Destroyer	Heavy	36"	1	9+	3+	Destroyer
Quad Heavy Bolter	Heavy	36"	2	5+	8+	-
Quad Launcher	Heavy	48"	1	5+	5+	Barrage
Close Combat Weapons	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Quad Heavy Bolter, this unit can be equipped with one of the following: 1 Laser Destroyer; 1 Quad Launcher.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Artillery, Rapier Carrier

TARANTULA SENTRY GUN

2

A Tarantula Sentry Gun is a unit that contains 1 model. It is equipped with: Twin Heavy Bolter.

	M	WS	BS	A	W	Ld	Sv
Tarantula Sentry Gun	-	-	4+	-	1	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Twin Multi-melta	Heavy	24"	2	10+	4+	-

WARGEAR OPTIONS

- Instead of 1 Twin Heavy Bolter, this unit can be equipped with one of the following: 1 Twin Assault Cannon (**Power Rating +1**); 1 Twin Lascannon; 1 Twin Multi-melta.

ABILITIES

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

Tarantula Battery: Each Fast Attack slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Fast Attack slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Gun Emplacement, Tarantula Sentry Gun

TARANTULA AIR DEFENCE BATTERY

3

A Tarantula Air Defence Battery is a unit that contains 1 model. It is equipped with: Air Defence Missiles.

	M	WS	BS	A	W	Ld	Sv
Tarantula Air Defence Battery	-	-	4+	1	1	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Air Defence Missiles	Heavy	48"	User	10+	6+	Anti-air

ABILITIES

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

Tarantula Battery: Each Fast Attack slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Fast Attack slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Gun Emplacement, Tarantula Air Defence Battery

LUCIUS PATTERN DREADNOUGHT DROP POD

5

A Lucius Pattern Dreadnought Drop Pod is a unit that contains 1 model.

	M	WS	BS	A	W	Ld	Sv
Lucius Pattern Dreadnought Drop Pod	-	-	-	-	2	6	6+

ABILITIES

Deep Strike

Drop Pod Assault: After this unit is set up on the battlefield, units embarked aboard it must immediately disembark, and units cannot embark aboard it for the rest of the battle. Units disembarking from this unit cannot be set up within 9" of any enemy units. If a unit embarked aboard this unit cannot disembark, it is destroyed.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it.

TRANSPORT

This unit can transport 1 friendly <Chapter> Dreadnought model.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Heavy, Vehicle, Transport, Drop Pod, Lucius Pattern Dreadnought Drop Pod

DEATHSTORM DROP POD

5

A Deathstorm Drop Pod is a unit that contains 1 model. It is equipped with: Deathstorm Missile Array.

	M	WS	BS	A	W	Ld	Sv
Deathstorm Drop Pod	-	-	4+	-	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Deathstorm Cannon Array	Heavy	12"	2	6+	8+	-
Deathstorm Missile Array	Heavy	18"	2	8+	8+	-

WARGEAR OPTIONS

- Instead of 1 Deathstorm Missile Array, this unit can be equipped with 1 Deathstorm Cannon Array.

ABILITIES

Deep Strike

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Transport, Drop Pod, Deathstorm Drop Pod

CASTELLUM STRONGHOLD – TACTICUS BUNKER

A Tacticus Bunker is a unit that contains 1 model. It is equipped with: 2 Twin Heavy Bolters.

	M	WS	BS	A	W	Ld	Sv
Tacticus Bunker	-	-	3+	-	4	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Castellum Air Defence Missiles	Heavy	48"	1	7+	7+	Anti-air
Castellum Battle Cannon	Heavy	72"	2	8+	6+	-
Icarus Quad Lascannon	Heavy	96"	4	11+	5+	Anti-air
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Twin Lascannon	Heavy	48"	2	10+	5+	-
Whirlwind Castellum Launcher	Heavy	72"	2	6+	8+	Barrage

WARGEAR OPTIONS

- For each Heavy Bolter this unit is equipped with, it can instead be equipped with one of the following (**Power Rating +1**): Castellum Air Defence Missiles; 1 Castellum Battle Cannon; 1 Icarus Quad Lascannon (**Power Rating +6**); 1 Multi-melta; 1 Twin Assault Cannon; 1 Twin Heavy Flamer; 1 Twin Lascannon; 1 Whirlwind Castellan Launcher, or it can have a Communication Relay. If this unit has a Communication Relay, it gains the following additional abilities: **Command Relay**.

ABILITIES

Open-topped

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Building, Transport, Vehicle, Castellum Stronghold, Tacticus Bunker

CASTELLUM STRONGHOLD – TACTICUS BUNKER

Castellum Stronghold: This unit can only be included in a Fortification Network Detachment that only includes 1 **<Chapter>** Tacticus Bunker unit and 3 **<Chapter>** Bunker Annex units. All 3 Bunker Annex units occupy a single Fortification slot, and the Tacticus Bunker begins the battle as the Commander of its Detachment.

Realm of Battle: This unit is a feature of a Realm of Battle tile, and as such forms part of the battlefield. Once the tile has been placed, this unit it treated as an Obstacle and is not considered to be a unit for any rules purposes until the first turn begins. When this unit is destroyed it is not removed from the battlefield: instead it is treated as a Defensible Terrain feature and is not considered to be a unit for any rules purposes.

Shield Gate Barriers: Add 1 to saving throws made for **Infantry, Dreadnought** and **Bike** units whilst they are on a Realm of Battle tile with a friendly Tacticus Bunker unit.

Command Relay: At the start of the Generate Command Assets step, if any models from your army that have any Communication Relays are on the battlefield, draw one extra Command Asset.

TRANSPORT

This unit can transport up to 30 friendly **<Chapter> Infantry** models. Each **Terminator** and **Jump Pack** model takes up the space of 2 other models and each **Centurion** model takes up the space of 3 other models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Building, Transport, Vehicle, Castellum Stronghold, Tacticus Bunker

CASTELLUM STRONGHOLD – BUNKER ANNEX

5

A Bunker Annex is a unit that contains 1 model. It is equipped with: Twin Heavy Bolter.

	M	WS	BS	A	W	Ld	Sv
Bunker Annex	-	-	3+	-	2	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Castellum Air Defence Missiles	Heavy	48"	1	7+	7+	Anti-air
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Twin Lascannon	Heavy	48"	2	10+	5+	-

WARGEAR OPTIONS

- Instead of 1 Twin Heavy Bolter, this unit can be equipped with one of the following: Castellum Air Defence Missiles; 1 Multi-melta; 1 Twin Assault Cannon (**Power Rating +1**); 1 Twin Heavy Flamer; 1 Twin Lascannon; .

ABILITIES

Open-topped

Castellum Stronghold: This unit can only be included in a Fortification Network Detachment that only includes 1 **<Chapter>** Tacticus Bunker unit and 3 **<Chapter>** Bunker Annex units. All 3 Bunker Annex units occupy a single Fortification slot, and the Tacticus Bunker begins the battle as the Commander of its Detachment.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Building, Transport, Vehicle, Castellum Stronghold, Bunker Annex

CASTELLUM STRONGHOLD – BUNKER ANNEX

Realm of Battle: This unit is a feature of a Realm of Battle tile, and as such forms part of the battlefield. Once the tile has been placed, this unit it treated as an Obstacle and is not considered to be a unit for any rules purposes until the first turn begins. When this unit is destroyed it is not removed from the battlefield: instead it is treated as a Defensible Terrain feature and is not considered to be a unit for any rules purposes.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it.

TRANSPORT

This unit can transport up to 12 friendly <**Chapter**> **Infantry** models. Each **Terminator** and **Jump Pack** model takes up the space of 2 other models and each **Centurion** model takes up the space of 3 other models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Building, Transport, Vehicle, Castellum Stronghold, Bunker Annex

GREY KNIGHTS VORTIMER PATTERN RAZORBACK

6

A Grey Knights Vortimer Pattern Razorback is a unit that contains 1 model. It is equipped with: Twin Psycannon; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Grey Knights Vortimer Pattern Razorback	**12"**	**6+**	**3+**	**1**	**2**	**6**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Psycannon	Heavy	24"	2	5+	7+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with 1 Storm Bolter (**Power Rating +1**).

TRANSPORT

This unit can transport up to 6 friendly **Grey Knight Infantry** models. It cannot transport **Terminator** or **Jump Pack** models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Grey Knights

KEYWORDS: Heavy, Vehicle, Transport, Razorback, Vortimer Pattern Razorback

GREY KNIGHTS DOOMGLAIVE PATTERN DREADNOUGHT

10

A Grey Knights Doomglaive Pattern Dreadnought is a unit that contains 1 model. It is equipped with: Heavy Psycannon; Storm Bolter; Nemesis Doomglaive.

	M	WS	BS	A	W	Ld	Sv
Grey Knights Doomglaive Pattern Dreadnought	6"	2+	2+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Psycannon	Heavy	24"	1	4+	5+	-
Incinerator	Heavy	8"	1	5+	8+	Inferno
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Nemesis Doomglaive	Melee	Melee	User	5+	6+	-

WARGEAR OPTIONS

- Instead of 1 Storm Bolter, this unit can be equipped with 1 Incinerator.

ABILITIES

Ignore Damage (6+)

FACTION KEYWORDS: Imperium, Adeptus Astartes, Grey Knights

KEYWORDS: Heavy, Vehicle, Psyker, Dreadnought, Doomglaive Pattern Dreadnought

GREY KNIGHTS VORTIMER PATTERN LAND RAIDER REDEEMER

16

A Grey Knights Vortimer Pattern Land Raider Redeemer is a unit that contains 1 model. It is equipped with: 2 Flamestorm Cannons; Twin Psycannon; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Grey Knights Vortimer Pattern Land Raider Redeemer	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Flamestorm Cannon	Heavy	8"	2	5+	8+	Inferno
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Psycannon	Heavy	24"	2	5+	7+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).
- This unit can also be equipped with 1 Storm Bolter (**Power Rating +1**).

TRANSPORT

This unit can transport up to 12 friendly **Grey Knights Infantry** models. Each **Terminator** and **Jump Pack** model takes up the space of 2 other models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Grey Knights
KEYWORDS: Heavy, Vehicle, Transport, Land Raider, Vortimer Pattern Land Raider Redeemer

GREY KNIGHTS THUNDERHAWK ASSAULT GUNSHIP

A Grey Knights Thunderhawk Assault Gunship is a unit that contains 1 model. It is equipped with: Hellstrike Battery; 2 Lascannons; Thunderhawk Heavy Cannon; 4 Twin Heavy Bolters; Massively Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Grey Knights Thunderhawk Assault Gunship	**20"-50"**	**6+**	**2+**	**2**	**6**	**7**	**5+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hellstrike Battery	Heavy	72"	2	8+	6+	-
Lascannon	Heavy	48"	1	10+	5+	-
Thunderhawk Heavy Cannon	Heavy	48"	3	6+	6+	-
Turbo-laser Destructor	Heavy	96"	1	7+	3+	Destroyer
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Psycannon	Heavy	24"	2	5+	7+	-
Massively Armoured Bulk	Melee	Melee	User	9+	9+	-

WARGEAR OPTIONS

- For each Twin Heavy Bolter this unit is equipped with, it can instead be equipped with 1 Twin Psycannon.
- Instead of 1 Thunderhawk Heavy Cannon, this unit can be equipped with 1 Turbo-laser Destructor.
- Instead of being equipped with 1 Hellstrike Battery, this unit can have Thunderhawk Cluster Bombs. If this unit has Thunderhawk Cluster Bombs, it gains the following abilities: **Thunderhawk Cluster Bombs**.

ABILITIES

Supersonic

Thunderhawk Cluster Bombs: When a unit with Thunderhawk Cluster Bombs finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll six D6, subtracting 1 from each result if that unit is a **Character**; for each result of 4+ place one blast marker next to that unit.

Hover Jet: At the start of the Action phase, you can declare that this model will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses its Supersonic ability.

TRANSPORT

This unit can transport up to 30 friendly **Grey Knight** and/or **Inquisition Infantry** models. Each **Terminator** model takes up the space of 2 other models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Grey Knights
KEYWORDS: Super-heavy, Vehicle, Titanic, Aircraft, Transport, Fly, Thunderhawk Transporter

LORD HIGH COMMANDER CARAB CULLN

5

Lord High Commander Carab Culln is a unit that contains 1 model. It is equipped with: Blade of the Scorpion. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Lord High Commander Carab Culln	5"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Blade of the Scorpion	Melee	Melee	User	8+	6+	-

ABILITIES

Deep Strike

Chapter Master: You can re-roll hit rolls for attacks made by friendly **Red Scorpion** units whilst they are within 6" of this unit.

Proud to Live, Proud to Die, Hard to Kill: Friendly **Red Scorpion** units have the Ignore Damage (6+) ability whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Red Scorpions

KEYWORDS: Light, Infantry, Character, Chapter Master, Terminator, Carab Culln

LUGFT HURON

6

Lugft Huron is a unit that contains 1 model. It is equipped with: Ghost Razors. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Lugft Huron	5"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Ghost Razors	Melee	Melee	User	7+	7+	-

ABILITIES

Deep Strike

Chapter Master: You can re-roll hit rolls for attacks made by friendly **Astral Claws** units whilst they are within 6" of this unit.

Big Guns Never Tire: If this unit is a **Warlord**, then once per battle, at the start of any Orders phase, you can search through your Command Asset deck and draw one Orbital Strike Command Asset card. Add the drawn card to your hand, then shuffle the Command Asset deck and place it face down.

Shadowed Fate: When making saving throws for this unit, always roll a D12, irrespective of the size of the blast marker next to it.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Astral Claws

KEYWORDS: Light, Infantry, Character, Chapter Master, Terminator, Lugft Huron

ARMENNEUS VALTHEX

5

Armenneus Valthex is a unit that contains 1 model. It is equipped with: Phased Conversion Beamer; Indynabula Array. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Armenneus Valthex	6"	3+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Phased Conversion Beamer	Heavy	42"	1	8+	8+	-
Indynabula Array	Melee	Melee	User	8+	8+	-

ABILITIES

Blessing of the Omnissiah: Once per Action phase, this unit can attempt to repair one friendly **Astral Claws Vehicle** unit in base contact with it. If it does, roll one D6; on a 4+, remove one damage marker from that **Vehicle** unit. Only one attempt to repair each unit can be made each turn.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Astral Claws

KEYWORDS: Light, Infantry, Character, Techmarine, Armenneus Valthex

CAPTAIN CORIEN SUMATRIS

5

Captain Corien Sumatris is a unit that contains 1 model. It is equipped with: Goldenfang. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Captain Corien Sumatris	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Goldenfang	Melee	Melee	User	7+	8+	-

ABILITIES

Champion of the Tyrant: Add 1 to wound rolls for attacks made with melee weapons by this unit that target **Characters**.

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **Tiger Claws** or **Astral Claws** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Tiger Claws or Astral Claws
KEYWORDS: Light, Infantry, Character, Captain, Corien Sumatris

ARCH-CENTURION CARNAC COMMODUS

4

Arch-Centurion Carnac Commodus is a unit that contains 1 model. It is equipped with: Blood Biter. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Arch-Centurion Carnac Commodus	6"	2+	2+	1	1	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Blood Biter	Melee	Melee	User	7+	8+	-

ABILITIES

Cut them Down!: Re-roll wound rolls of 1 for attacks made by friendly **Astral Claws** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Astral Claws

KEYWORDS: Light, Infantry, Character, Arch-Centurion Carnac Commodus

LORD ASTERION MOLOCH

7

Lord Asterion Moloch is a unit that contains 1 model. It is equipped with: Black Spear. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Lord Asterion Moloch	5"	2+	2+	1	1	7	3+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Black Spear	Melee	Melee	User	6+	7+	-

ABILITIES

Deep Strike

Chapter Master: You can re-roll hit rolls for attacks made by friendly **Minotaurs** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Minotaurs
KEYWORDS: Light, Infantry, Character, Terminator, Chapter Master, Lord Asterion Moloch

CHAPLAIN IVANUS ENKOMI

5

Chaplain Ivanus Enkomi is a unit that contains 1 model. It is equipped with: Crozius Arkanos & Power Fist. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Chaplain Ivanus Enkomi	6"	2+	3+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Crozius Arkanos & Power Fist	Melee	Melee	User	7+	7+	-

ABILITIES

Spiritual Leader: Friendly **Minotaurs** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

Litanies of Hate: You can re-roll hit rolls for attacks made by friendly **Minotaurs** units when using melee weapons whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Minotaurs

KEYWORDS: Light, Infantry, Character, Chaplain, Ivanus Enkomi

MAGISTER SEVRIN LOTH

5

Magister Sevrin Loth is a unit that contains 1 model. It is equipped with: Magister's Axe. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Magister Sevrin Loth	6"	2+	3+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Magister's Axe	Melee	Melee	User	8+	8+	-

ABILITIES

Bane of the Damned: You can re-roll wound rolls for attacks made by friendly **Red Scorpions** units whilst they are within 6" of this unit that target **Psykers**.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Red Scorpions

KEYWORDS: Light, Infantry, Psyker, Character, Chief Librarian, Librarian, Sevrin Loth

TYBEROS THE RED WAKE

7

Tyberos the Red Wake is a unit that contains 1 model. It is equipped with: Hunger & Slake. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Tyberos the Red Wake	5"	2+	3+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hunger & Slake	Melee	Melee	User	7+	7+	-

ABILITIES

Deep Strike

Savagery Beyond Reason: Add 1 to wound rolls for attacks made with melee weapons by friendly **Carcharadons** units whilst they are within 6" of this unit.

Lord Reaper of the Void: You can re-roll hit rolls for attacks made by friendly **Carcharadons** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Carcharadons

KEYWORDS: Light, Infantry, Character, Terminator, Chapter Master, Tyberos the Red Wake

CHAPLAIN DREADNOUGHT TITUS

10

Chaplain Dreadnought Titus is a unit that contains 1 model. It is equipped with: Assault Cannon; Heavy Flamer; Dreadnought Combat Weapon. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Chaplain Dreadnought Titus	6"	2+	2+	2	2	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Cannon	Heavy	24"	2	6+	8+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Dreadnought Combat Weapon	Melee	Melee	User	6+	6+	-

ABILITIES

Ignore Damage (5+)

Icon of Hate: Add 1 to wound rolls for attacks made with melee weapons by friendly **Howling Griffons** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Howling Griffons

KEYWORDS: Heavy, Vehicle, Character, Dreadnought, Chaplain Dreadnought Titus

LIEUTENANT COMMANDER ANTON NARVAEZ

5

Lieutenant Commander Anton Narvaez is a unit that contains 1 model. It is equipped with: Thundershock; Voidshard Power Blade. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Lieutenant Commander Anton Narvaez	6"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Thundershock	Heavy	24"	1	8+	10+	-
Voidshard Power Blade	Melee	Melee	User	7+	9+	-

ABILITIES

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **Marines Errant** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Marines Errant

KEYWORDS: Light, Infantry, Character, Captain, Lieutenant Commander Anton Narvaez

CAPTAIN TARNUS VALE

5

Captain Tarnus Vale is a unit that contains 1 model. It is equipped with: Angel's Teeth. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Captain Tarnus Vale	6"	2+	2+	1	1	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Angel's Teeth	Melee	Melee	User	8+	8+	-

ABILITIES

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **Fire Angels** units whilst they are within 6" of this unit.

Mechanised Advance: Friendly **Heavy Fire Angels** units have the Ignore Damage (6+) ability whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Fire Angels
KEYWORDS: Light, Infantry, Character, Captain, Tarnus Vale

LIAS ISSODON

8

Lias Issodon is a unit that contains 1 model. It is equipped with: Malice; Raptorclaw. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Lias Issodon	7"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Malice	Heavy	30"	1	6+	9+	-
Raptorclaw	Melee	Melee	User	8+	8+	-

ABILITIES

Deep Strike, Stealth

Master of Ambush: When setting up this unit's Detachment, you can choose three other **Raptors Infantry** units in that Detachment that are not **Centurions**, **Terminators** or **Primaris** units. Those units have the Deep Strike ability.

Chapter Master: You can re-roll hit rolls for attacks made by friendly **Raptors** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Raptors

KEYWORDS: Light, Infantry, Character, Chapter Master, Lias Issodon

MALAKIM PHOROS

5

Malakim Phoros is a unit that contains 1 model. It is equipped with: Catechist; Glaive of Lamentation. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Malakim Phoros	6"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Catechist	Heavy	12"	1	11+	4+	-
Glaive of Lamentation	Melee	Melee	User	7+	8+	-

ABILITIES

Lord of Ruin: You can re-roll wound rolls for attacks made by friendly **Lamenters Light** and **Lamenters Dreadnought** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Lamenters

KEYWORDS: Light, Infantry, Character, Chapter Master, Malakim Phoros

CAPTAIN MORDACI BLAYLOCK

7

Captain Mordaci Blaylock is a unit that contains 1 model. It is equipped with: Foe Ripper. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Captain Mordaci Blaylock	5"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Foe Ripper	Melee	Melee	User	7+	7+	-

ABILITIES

Deep Strike

Hard as Stone: Friendly **Novamarines Infantry** units have the Ignore Damage (6+) ability whilst they are within 6" of this unit.

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **Novamarines** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Novamarines

KEYWORDS: Light, Infantry, Character, Captain, Terminator, Mordaci Blaylock

CAPTAIN PELLAS MIR'SAN

5

Captain Pellas Mir'san is a unit that contains 1 model. It is equipped with: Cinder Edge & Steelsliver. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Captain Pellas Mir'san	6"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Cinder Edge & Steelsliver	Melee	Melee	User	8+	8+	-

ABILITIES

Master Duellist: When this unit makes a Fight action, you can select one enemy **Character** unit within 1" of it. If you do, add 1 to this unit's Attacks characteristic for that action, but attacks made by this unit for that action can only target that enemy **Character** unit.

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **Salamanders** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Salamanders
KEYWORDS: Light, Infantry, Character, Captain, Pellas Mir'san

BRAY'ARTH ASHMANTLE

11

Bray'arth Ashmantle is a unit that contains 1 model. It is equipped with: 2 Dreadfire Claws (Ranged); 2 Dreadfire Claws (Melee). You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Bray'arth Ashmantle	6"	2+	2+	2	2	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Dreadfire Claw (Ranged)	Heavy	8"	2	5+	8+	Inferno
Dreadfire Claw (Melee)	Melee	Melee	User	6+	6+	-

ABILITIES

Ignore Damage (5+)

FACTION KEYWORDS: Imperium, Adeptus Astartes, Salamanders

KEYWORDS: Heavy, Vehicle, Character, Dreadnought, Bray'arth Ashmantle

HARATH SHEN

3

Harath Shen is a unit that contains 1 model. It is equipped with: Power Sabre. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Harath Shen	6"	3+	3+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Power Sabre	Melee	Melee	User	9+	10+	-

ABILITIES

Master of Chirurgery: Once per Action phase, this unit can attempt to heal one friendly **Light Salamanders** unit in base contact with it. If it does, roll one D6; on a 4+, remove up to two damage markers from that **Light** unit. Only one attempt to heal each unit can be made each turn.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Salamanders

KEYWORDS: Light, Infantry, Character, Apothecary, Harath Shen

AHAZRA REDTH

4

Ahazra Redth is a unit that contains 1 model. It is equipped with: Force Tulwar. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Ahazra Redth	6"	3+	3+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Force Tulwar	Melee	Melee	User	8+	8+	-

FACTION KEYWORDS: Imperium, Adeptus Astartes, Mantis Warriors
KEYWORDS: Light, Infantry, Psyker, Character, Chief Librarian, Librarian, Ahazra Redth

HIGH CHAPLAIN THULSA KANE

7

High Chaplain Thulsa Kane is a unit that contains 1 model. It is equipped with: Lifetaker. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
High Chaplain Thulsa Kane	6"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lifetaker	Melee	Melee	User	7+	8+	-

ABILITIES

Grehdalin's Bones: Subtract 1 from hit rolls for attacks made by enemy units with melee weapons that target this unit.

Spiritual Leader: Friendly **Executioners** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

Litanies of Hate: You can re-roll hit rolls for attacks made with melee weapons by friendly **Executioners** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Executioners

KEYWORDS: Light, Infantry, Character, Priest, Chaplain, High Chaplain Thulsa Kane

CAPTAIN SILAS ALBEREC

5

Captain Silas Alberec is a unit that contains 1 model. It is equipped with: Hellslayer. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Captain Silas Alberec	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hellslayer	Melee	Melee	User	8+	8+	-

ABILITIES

Hexagramatically Warded Armour: You can treat this unit as a **Psyker** for the purposes of using the Deny the Witch Command Asset card.

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **Exorcists** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Exorcists

KEYWORDS: Light, Infantry, Character, Captain, Silas Alberec

KNIGHT-CAPTAIN ELAM COURBRAY

6

Knight-Captain Elam Courbray is a unit that contains 1 model. It is equipped with: The Sword Excellus. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Knight-Captain Elam Courbray	12"	2+	3+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Sword Excellus	Melee	Melee	User	7+	9+	-

ABILITIES

Deep Strike

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **Fire Hawks** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Fire Hawks

KEYWORDS: Light, Infantry, Fly, Captain, Jump Pack, Knight-Captain Elam Courbray

VAYLUND CAL

6

Vaylund Cal is a unit that contains 1 model. It is equipped with: Flamer & Masterwork Plasma Cutter; Medusan Hammer. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Vaylund Cal	5"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Flamer & Masterwork Plasma Cutter	Heavy	12"	1	7+	8+	Inferno
Medusan Hammer	Melee	Melee	User	7+	7+	-

ABILITIES

Blessing of the Omnissiah: Once per Action phase, this unit can attempt to repair one friendly **Sons of Medusa Vehicle** unit in base contact with it. If it does, roll one D6; on a 4+, remove one damage marker from that **Vehicle** unit. Only one attempt to repair each unit can be made each turn.

Purge the Weak: You can re-roll hit rolls for attacks made by friendly **Sons of Medusa** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Sons of Medusa

KEYWORDS: Light, Infantry, Character, Techmarine, Chapter Master, Vaylund Cal

CAPTAIN ZHRUKHAL ANDROCLES

4

Captain Zhrukhal Androcles is a unit that contains 1 model. It is equipped with: Stonefist. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Captain Zhrukhal Androcles	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Stonefist	Melee	Melee	User	8+	7+	-

ABILITIES

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **Star Phantoms** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Star Phantoms

KEYWORDS: Light, Infantry, Character, Captain, Zhrukhal Androcles

HECATON AIAKOS

8

Hecaton Aiakos is a unit that contains 1 model. It is equipped with: Heavy Plasma Cannon; Dreadnought Combat Weapon. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Hecaton Aiakos	9"	2+	2+	2	2	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Dreadnought Combat Weapon	Melee	Melee	User	6+	6+	-

ABILITIES

Ignore Damage (6+)

Battle-sworn Warrior: This unit cannot be a **Warlord**.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Minotaurs

KEYWORDS: Heavy, Dreadnought, Character, Vehicle, Relic, Hecaton Aiakos

BRAN REDMAW

5

Bran Redmaw is a unit that contains 1 model. It is equipped with: The Axe Langnvast. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Bran Redmaw	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Axe Langnvast	Melee	Melee	User	7+	7+	-

ABILITIES

Jarl of Fenris: Re-roll hit rolls of 1 for attacks made by friendly **Space Wolves** units whilst they are within 6" of this unit.

The Redmaw: When you issue an order to this unit's Detachment, roll one D6. If the result is less than the current turn number, this unit becomes the Redmaw and you no longer roll as described previously; this unit gains the Ignore Damage (6+) ability and you can add 1 to wound rolls for attacks made by this unit for the rest of the battle.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Space Wolves
KEYWORDS: Light, Infantry, Character, Wolf Lord, Bran Redmaw

SHADOW CAPTAIN KORVYDAE

5

Shadow Captain Korvydae is a unit that contains 1 model. It is equipped with: Thunder Hammer. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Shadow Captain Korvydae	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Thunder Hammer	Melee	Melee	User	7+	8+	-

ABILITIES

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **Raven Guard** units whilst they are within 6" of this unit.

Swift Strike: Add 1 to hit rolls for attacks made with melee weapons by friendly **Raven Guard Jump Pack** and **Raven Guard Scout** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Raven Guard

KEYWORDS: Light, Infantry, Character, Captain, Shadow Captain Korvydae

DREADNOUGHT-BROTHER HALAR

8

Dreadnought-Brother Halar is a unit that contains 1 model. It is equipped with: Flamestorm Cannon; Dreadnought Combat Weapon. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Dreadnought-Brother Halar	8"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Flamestorm Cannon	Heavy	8"	2	5+	8+	Inferno
Dreadnought Combat Weapon	Melee	Melee	User	6+	6+	-

ABILITIES

Ignore Damage (6+)

FACTION KEYWORDS: Imperium, Adeptus Astartes, Red Scorpions

KEYWORDS: Heavy, Vehicle, Character, Dreadnought, Dreadnought-Brother Halar