

HQ

MARNEUS CALGAR, LORD MACRAGGE250 Points

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	WS	BS	S	T	W	I	A	Ld	Sv
Marneus Calgar	6	5	4	4	4	5	4	10	3+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Power armour
- Power sword
- Iron Halo
- Gauntlets of Ultramar

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Titanic Might
- God of War
- Orbital Bombardment
- Eternal Warrior

Options:

- Replace power armour with Armour of Antilochus+15 pts

Master of the Ultramarines:

If your army includes Marneus Calgar, you may take three Honour Guard squads, rather than the usual one allowed for a Chapter Master (see page 131). Only one squad may carry the Chapter Banner. These units do not count against your HQ allowance.

CAPTAIN CATO SICARIUS200 Points

Page 85

	WS	BS	S	T	W	I	A	Ld	Sv
Cato Sicarius	6	5	4	4	3	5	3	10	2+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Mantle of the Suzerain
- Talassarian Tempest Blade
- Plasma pistol
- Frag and Krak grenades
- Iron Halo

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Rites of Battle
- Surprise Attack!
- Battle-forged Heroes

CHIEF LIBRARIAN TIGURIUS

230 Points

Page 86

	WS	BS	S	T	W	I	A	Ld	Sv
Varro Tigurius	5	4	4	4	2	4	2	10	3+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolt pistol
- Hood of Hellfire
- Frag and krak grenades
- Rod of Tigurius

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Master Psyker
- Gift of Prescience

Psychic Powers:

- Smite
- Force Shield
- The Avenger
- Might of Ancients
- Null Zone
- The Gate of Infinity
- Vortex of Doom
- Quickening
- Machine Curse

CHAPLAIN CASSIUS

125 Points

Page 87

	WS	BS	S	T	W	I	A	Ld	Sv
Ortan Cassius	5	4	4	6	2	4	2	10	3+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Power armour
- Crozius Arcanum
- Rosarius
- Bolt pistol
- Infernus
- Frag and krak grenades

Special Rules:

- Independent Character
- Combat Tactics
- Honour of the Chapter
- Liturgies of Battle
- Feel no Pain

Unit Type:
• Artillery

• Servo-harness

LAND RAIDER

250 Points

Page 81

	Armour			
	BS	F	S	R
Land Raider	4	14	14	14

Unit Composition:

- 1 Land Raider

Unit Type:

- Vehicle (Tank)

Wargear:

- Twin-linked heavy bolter
- Two twin-linked lascannons
- Smoke launchers
- Searchlight

Transport Capacity

- Twelve models

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle

Options:

- May take any of the following:

- a storm bolter +10 pts
- a hunter-killer missile +10 pts
- a multi-melta +10 pts
- extra armour +15 pts

LAND RAIDER CRUSADER

250 Points

Page 82

	Armour			
	BS	F	S	R
Land Raider	4	14	14	14

Unit Composition:

- 1 Land Raider

Unit Type:

- Vehicle (Tank)

Wargear:

- Twin-linked assault cannon
- Two Hurricane Bolters
- Frag Assault Launcher
- Smoke Launchers
- Searchlight

Transport Capacity

- Sixteen models

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle

Options:

- May take any of the following:

- a storm bolter +10 pts
- a hunter-killer missile +10 pts
- a multi-melta +10 pts
- extra armour +15 pts

HQ

CHAPTER MASTER PEDRO KANTOR175 Points

Page

	WS	BS	S	T	W	I	A	Ld	Sv
Pedro Kantor	6	5	4	4	3	5	3	10	3+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Power armour
- Dorn's Arrow
- Power fist
- Frag and Krak grenades
- Iron Halo

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Orbital Bombardment
- Inspiring Presence
- Chapter Tactics

Master of the Crimson Fists:

If your army includes Pedro Kantor, you may also include one Honour Guard squad (see page 131 for details). This unit does not count against your HQ allowance.

CAPTAIN DARNATH LYSANDER200 Points

Page

	WS	BS	S	T	W	I	A	Ld	Sv
Darnath Lysander	6	5	4	4	4	5	3	10	2+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Terminator armour
- The Fist of Dorn
- Storm shield

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Bolter Drill
- Eternal Warrior
- Chapter Tactics
- Bolster Defences

SHADOW CAPTAIN KAYVAAN SHRIKE195 Points

Page

	WS	BS	S	T	W	I	A	Ld	Sv
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Wargear:

Special Rules:

SHADOW CAPTAIN KAYVAAN SHRIKE195 Points

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	WS	BS	S	T	W	I	A	Ld	Sv
Kayvaan Shrike	6	5	4	4	3	5	3	10	3+

Unit Composition:

- 1 (Unique)

Unit Type:

- Jump infantry

Wargear:

- Power armour
- Frag and krak grenades
- Bolt pistol
- The Raven's Talons
- Jump pack
- Iron Halo

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- See, But Remain Unseen
- Chapter Tactics

FORGEFATHER VULKAN HE'STAN190 Points

Page 93

	WS	BS	S	T	W	I	A	Ld	Sv
Vulkan He'stan	6	5	4	4	3	5	3	10	2+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Artificer armour
- Frag and krak grenades
- Bolt pistol
- Kesare's Mantle
- The Spear of Vulkan
- Digital weapons
- The Gauntlet of the Forge

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Chapter Tactics

KOR'SARRO KHAN160 Points

Page 94

	WS	BS	S	T	W	I	A	Ld	Sv
Kor'sarro Khan	6	5	4	4	3	5	3	10	3+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry

Mounted Assault:

If Kor'sarro Khan rides Moondrakkan, Space Marine Bike squads of at least five models may be taken as Troops choices.

Wargear:

- Power armour
- Frag and krak grenades
- Bolt pistol
- Moonfang
- Iron Halo

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Master of the Hunt
- Chapter Tactics

Options:

- Moondrakkan +45 pts

SPACE MARINE CHAPTER MASTER125 Points

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	WS	BS	S	T	W	I	A	Ld	Sv
Chapter Master	6	5	4	4	3	5	3	10	3+

Unit Composition:

- 1 Chapter Master

Unit Type:

- Infantry

Wargear:

- Power armour
- Chainsword
- Bolt pistol
- Frag and krak grenades
- Iron Halo

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Orbital Bombardment

Options:

- Replace bolt pistol and/or chainsword with:
 - a boltgun free
 - a storm bolter +3 pts
 - a combi-flamer, -melta or -plasma +10 pts
 - a storm shield, power sword, lightning claw or plasma pistol +15 pts
 - a power fist +25 pts
 - a relic blade +30 pts
 - a thunder hammer +30 pts
- Replace power armour with artificer armour +15 pts
- Take melta bombs +5 pts
- Take digital weapons +10 pts
- Take hellfire rounds +10 pts
- Take auxiliary grenade launcher +15 pts
- Replace power armour, bolt pistol, chainsword, frag and krak grenades with Terminator armour with storm bolter and power sword +40 pts
- Replace Terminator armour's storm bolter with:
 - combi-flamer, -melta or -plasma +5 pts
 - lightning claw +10 pts
 - thunder hammer +20 pts
- Replace Terminator armour's power sword with:
 - lightning claw +5 pts
 - power fist or storm shield +10 pts
 - thunder hammer or chainfist +15 pts
- If Terminator armour is not chosen, may have one of the following:
 - Jump pack +25 pts
 - Space Marine bike +35 pts



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- thunder hammer or chainfist +10 pts
- If Terminator armour is not chosen, may have one of the following: +15 pts
- Jump pack +25 pts
- Space Marine bike +35 pts

HONOUR GUARD SQUAD

115 Points

Page 53

You may include one Honour Guard squad for every Chapter Master in your army.
This unit does not count against your HQ allowance.

	WS	BS	S	T	W	I	A	Ld	Sv
Chapter Champion	5	4	4	4	1	4	3	10	2+
Honour Guard	4	4	4	4	1	4	2	10	2+

Unit Composition:

- 1 Chapter Champion
- 2 Honour Guards

Unit Type:

- Infantry

Wargear:

- Artificer armour
- Power weapon
- Frag and Krak grenades
- Boltgun
- Bolt pistol

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Honour or Death (Chapter Champion only)

Dedicated Transport:

- May select a Drop Pod, Rhino or a Razorback (see page 135 for points values).

Options:

- May include up to seven additional Honour Guards +35 pts per model
- The Chapter Champion may replace his boltgun with:
 - a combat blade free
- The Chapter Champion may replace his power sword with:
 - a thunder hammer +15 pts
- The Chapter Champion may take:
 - digital lasers +10 pts
- Any model may take:
 - a relic blade +15 pts per model
 - auxiliary grenade launcher +15 pts per model
- One Honour Guard may carry the Chapter Banner: +25 pts

SPACE MARINE CAPTAIN

100 Points

Page 54

	WS	BS	S	T	W	I	A	Ld	Sv
Captain	6	5	4	4	3	5	3	10	3+

Unit Composition:

- 1 Captain

Unit Type:

- Infantry

Wargear:

- Power armour
- Chainsword
- Bolt pistol
- Frag and Krak grenades
- Iron Halo

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Independent Character

Mounted Assault:

If your army includes a Captain on Space Marine bike, Space Marine Bike squads of at least five models may be taken as Troops choices.

Options:

- Replace bolt pistol and/or chainsword with:
 - a boltgun free
 - a storm bolter +3 pts
 - a combi-flamer, -melta or -plasma +10 pts
 - a storm shield, power sword, lightning claw or plasma pistol +15 pts
 - a power fist +25 pts
 - a relic blade +30 pts
 - a thunder hammer +30 pts
- Replace power armour with artificer armour +15 pts
- Take melta bombs +5 pts
- Take digital weapons +10 pts
- Take hellfire rounds +10 pts
- Take auxiliary grenade launcher +15 pts
- Replace power armour, bolt pistol, chainsword, frag and Krak grenades with Terminator armour with storm bolter and power sword +40 pts
- Replace Terminator armour's storm bolter with:
 - combi-flamer, -melta or -plasma +5 pts
 - lightning claw +10 pts
 - thunder hammer +20 pts
- Replace Terminator armour's power sword with:
 - lightning claw +5 pts
 - power fist or storm shield +10 pts
 - thunder hammer or chainfist +15 pts
- If Terminator armour is not chosen, may have one of the following:
 - Jump pack +25 pts
 - Space Marine bike +35 pts



COMMAND SQUAD

may have one of the following:

- Jump pack +25 pts
- Space Marine bike +35 pts

COMMAND SQUAD115 Points

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You may take one Command Guard squad for every Space Marine Captain in your army (including Captain Sicarius, Captain Lysander, Shadow Captain Shrike and Kor'sarro Khan). This unit does not count against your HQ allowance.

	WS	BS	S	T	W	I	A	Ld	Sv
Company Champion	5	4	4	4	1	4	2	9	3+
Apothecary	4	4	4	4	1	4	2	9	3+
Veteran	4	4	4	4	1	4	2	9	3+

Unit Composition:

- 4 Veterans
- 1 Apothecary

Unit Type:

- Infantry

Wargear:

- Power armour
- Chainsword
- Frag and krak grenades
- Boltgun or bolt pistol
- The Apothecary also has a narthecium

Special Rules:

- And They Shall Know No Fear
- Combat Tactics

Dedicated Transport:

- May select a Drop Pod, Rhino or a Razorback (see page 135 for points values)

Unit Options:

- One Veteran may carry the Company Standard: +15 pts
- One Veteran may be upgraded to a Company Champion with a power weapon and combat shield: +15 pts
- The entire squad may ride Space Marine bikes: +90 pts

Model Options:

- Any Veteran may replace his chainsword and/or bolt pistol with:
 - a storm bolter +3 pts
 - a flamer +5 pts
 - a meltagun +10 pts
 - a combi-flamer, -melta or -plasma +10 pts
 - a plasma gun, power sword or lightning claw +15 pts
 - a power fist +25 pts
 - a thunder hammer +30 pts
- Any Veteran may replace his bolt pistol with:
 - a plasma pistol +15 pts
- Any Veteran may have the following:
 - melta bombs +5 pts
 - a storm shield +15 pts

HQ

SPACE MARINE LIBRARIAN100 Points

Page 56

Librarian	WS	BS	S	T	W	I	A	Ld	Sv
	5	4	4	4	2	4	2	10	3+

Unit Composition:

- 1 Librarian

Unit Type:

- Infantry

Wargear:

- Power armour
- Boltgun or bolt pistol
- Frag and krak grenades
- Force weapon
- Psychic hood

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Psyker

Psychic Powers:

A Librarian has any two of the following powers:
Smite, Force Dome,
Machine Curse, Quickening,
Null Zone, The Avenger,
Might of Ancients,
The Gate of Infinity,
Vortex of Doom.

Options:

- Upgrade to an Epistolary+50 pts
- Replace boltgun with:
 - a storm bolter+3 pts
 - a combi-flamer, -melta or -plasma+15 pts
 - a plasma pistol+15 pts
- May replace power armour, boltgun, frag and krak grenades for Terminator armour and:
 - no additional weapon+25 pts
 - a storm bolter+30 pts
 - a combi-flamer, -melta or -plasma+35 pts
 - a storm shield+40 pts
- If Terminator armour is not chosen, may have one of the following:
 - Jump pack+25 pts
 - Space Marine bike+35 pts

SPACE MARINE CHAPLAIN100 Points

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Chaplain	WS	BS	S	T	W	I	A	Ld	Sv
	5	4	4	4	2	4	2	10	3+

Unit Composition:

Special Rules:

Options:

- Replace boltgun with:
 - a storm bolter+3 pts
 - a combi-flamer, -melta or -plasma+15 pts

SPACE MARINE CHAPLAIN

100 Points

Page 58

	WS	BS	S	T	W	I	A	Ld	Sv
Chaplain	5	4	4	4	2	4	2	10	3+

Unit Composition:

- 1 Chaplain

Unit Type:

- Infantry

Wargear:

- Power armour
- Boltgun or bolt pistol
- Frag and krak grenades
- Rosarius
- Crozus Arcanum

Special Rules:

- Combat Tactics
- Independent Character
- Liturgies of Battle
- Honour of the Chapter

Options:

- Replace boltgun with:
 - a storm bolter +3 pts
 - a combi-flamer, -melta or -plasma +15 pts
 - a power fist +15 pts
 - a plasma pistol +15 pts
- Take melta bombs +5 pts
- Take digital weapons +10 pts
- May replace power armour, boltgun, frag and krak grenades for Terminator armour and:
 - a storm bolter +30 pts
 - a combi-flamer, -melta or -plasma +35 pts
- If Terminator armour is not chosen, may have one of the following:
 - Jump pack +15 pts
 - Space Marine bike +35 pts

MASTER OF THE FORGE

100 Points

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	WS	BS	S	T	W	I	A	Ld	Sv
Master of the Forge	4	5	4	4	2	4	2	10	2+

Unit Composition:

- 1 Master of the Forge

Unit Type:

- Infantry

Wargear:

- Artificer armour
- Servo-harness
- Boltgun or bolt pistol
- Frag and krak grenades

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Blessing of the Omnissiah
- Bolster Defences

Options:

- Replace servo-harness and boltgun with:
 - conversion beamer +20 pts
- Replace boltgun with:
 - a storm bolter +5 pts
 - a combi-flamer, -melta or -plasma +10 pts
 - a plasma pistol +15 pts
- Take digital weapons +10 pts
- Take either:
 - a power sword +15 pts
 - a thunder hammer +30 pts
- May ride a Space Marine bike +35 pts

Lord of the Armoury:

If you include a Master of the Forge in your army, Dreadnoughts, Venerable Dreadnoughts and Ironclad Dreadnoughts may be taken as Heavy Support choices as well as Elites choices.

TROOPS

TACTICAL SQUAD

90 Points

Page 59

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine Sergeant	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

Unit Composition:

- 4 Space Marines
- 1 Space Marine Sergeant

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolt pistol
- Frag and Krak grenades
- Boltgun

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Combat Tactics

Dedicated Transport:

- May select a Rhino or a Razorback. If the squad numbers ten models, may take a Drop Pod (see page 135 for points costs).

Options:

- May include up to five additional Space Marines: +16 pts per model
- If the squad numbers ten models, one Space Marine may replace his boltgun with one of the following:
 - a flamer: free
 - a meltagun: +5 pts
 - a plasma gun: +10 pts
- If the squad numbers ten models, one Space Marine may replace his boltgun with one of the following:
 - a heavy bolter, multi-melta or a missile launcher: free
 - a plasma cannon: +5 pts
 - a lascannon: +10 pts
- The Space Marine Sergeant may replace his boltgun and/or bolt pistol with:
 - a chainsword: free
 - a combi-melta, -flamer or -plasma: +10 pts
 - a storm bolter: +10 pts
 - a plasma pistol: +15 pts
 - a power weapon: +15 pts
 - a power fist: +25 pts
- The Space Marine Sergeant may take:
 - melta bombs: +5 pts
 - teleport homer: +15 pts

SCOUT SQUAD

75 Points

Page 66

	WS	BS	S	T	W	I	A	Ld	Sv
Scout Sergeant	4	4	4	4	1	4	2	9	4+
Scout	3	3	4	4	1	4	1	8	4+

Options:

- May include up to five additional Scouts: +13 pts per model

SCOUT SQUAD

75 Points

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	WS	BS	S	T	W	I	A	Ld	Sv
Scout Sergeant	4	4	4	4	1	4	2	9	4+
Scout	3	3	4	4	1	4	1	8	4+

Unit Composition:

- 4 Scouts
- 1 Scout Sergeant

Unit Type:

- Infantry

Wargear:

- Scout armour
- Bolt pistol
- Boltgun
- Frag and Krak grenades

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Combat Tactics
- Infiltrate
- Move Through Cover
- Scouts

Options:

- May include up to five additional Scouts *+13 pts per model*
- Any model may replace his boltgun with:
 - a shotgun, combat blade or sniper rifle *free*
- One Scout may replace his boltgun with a heavy bolter (with hellfire shells) or a missile launcher *+10 pts*
- The Scout Sergeant may replace his boltgun and/or bolt pistol with:
 - a combi-melta, -flamer or -plasma *+10 pts*
 - a plasma pistol *+15 pts*
 - a power weapon *+15 pts*
 - a power fist *+25 pts*
- The Scout Sergeant may take:
 - melta bombs *+5 pts*
 - teleport homer *+15 pts*
- The squad may have camo cloaks *+3 pts per model*

SERGEANT TELION

50 Points

Page 88

One Scout squad in the army may replace its Scout Sergeant with Sergeant Telion.

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant Telion	5	6	4	4	1	4	2	9	4+

Unit Type:

- Infantry

Wargear:

- Scout armour
- Bolt pistol
- Frag and Krak grenades
- Stalker Pattern Boltgun

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Infiltrate
- Move Through Cover
- Scouts
- Acute Senses
- Eye of Vengeance
- Voice of Experience
- Stealth

Certain Space Marine units have the option of selecting a dedicated transport vehicle. These vehicles do not use up any Force Organisation chart selections, but otherwise function as separate units. See the Vehicles section of the Warhammer 40,000 rulebook for details of how transport vehicles operate.

RHINO 35 Points

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	Armour			
	BS	F	S	R
Rhino	4	11	11	10

Unit Composition:

- 1 Rhino

Unit Type:

- Vehicle (Tank)

Wargear:

- Storm bolter
- Smoke launchers
- Searchlight

Transport Capacity:

- Ten models

Special Rules:

- Repair

Options:

- May take any of the following:
 - a storm bolter +10 pts
 - a hunter-killer missile +10 pts
 - a dozer blade +5 pts
 - extra armour +15 pts

RAZORBACK 40 Points

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	Armour			
	BS	F	S	R
Razorback	4	11	11	10

Unit Composition:

- 1 Razorback

Unit Type:

- Vehicle (Tank)

Wargear:

- Twin-linked heavy bolter
- Smoke launchers
- Searchlight

Transport Capacity:

- Six models

Options:

- Replace twin-linked heavy bolters with:
 - twin-linked heavy flamer +25 pts
 - twin-linked assault cannon +35 pts
 - twin-linked lascannon +35 pts
 - lascannon and twin-linked plasma gun +35 pts
- May take any of the following:
 - a storm bolter +10 pts
 - a hunter-killer missile +10 pts
 - a dozer blade +5 pts
 - extra armour +15 pts

DROP POD 35 Points

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Unit Composition:

- 1 Razorback

Unit Type:

- Vehicle (Tank)

Wargear:

- Twin-linked heavy bolter
- Smoke launchers
- Searchlight

Transport Capacity:

- Six models

- twin-linked lascannon

+35 pts

- lascannon and twin-linked plasma gun:

+35 pts

- May take any of the following:

- a storm bolter

+10 pts

- a hunter-killer missile

+10 pts

- a dozer blade

+5 pts

- extra armour

+15 pts

DROP POD

35 Points

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Drop Pod

[Armour]				
BS	F	S	R	
4	12	12	12	

Unit Composition:

- 1 Drop Pod

Wargear:

- Storm bolter

Transport Capacity:

- Twelve models, one Dreadnought or one Thunderfire Cannon

Special Rules:

- Inertial Guidance System
- Immobile
- Drop Pod Assault

Unit Type:

- Vehicle (Open-topped)

Options:

- Replace storm bolter with deathwind missile launcher
- Take a locator beacon

+20 pts

+10 pts



TERMINATOR SQUAD

200 Points

Page 64

	WS	BS	S	T	W	I	A	Ld	Sv
Terminator Sergeant	4	4	4	4	1	4	2	9	2+
Terminator	4	4	4	4	1	4	2	9	2+

Unit Composition:

- 1 Terminator Sergeant
- 4 Terminators

Unit Type:

- Infantry

Wargear:

- Terminator armour
- Storm bolter
- Power sword (Terminator Sergeant)
- Power fist (Terminators)

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Combat Tactics

Options:

- May include up to five additional Terminators: +40 pts per model
- For every five models in the squad, one Terminator may choose one of the following options:
 - replace his storm bolter with a heavy flamer +5 pts
 - replace his storm bolter with an assault cannon +30 pts
 - take a cyclone missile launcher +30 pts
- Any Terminator may replace his power fist with a chainfist: +5 pts per model

Dedicated Transport:

- One Terminator squad in the army may select a Land Raider of any type as a dedicated transport. (see Heavy Support for points costs).

TERMINATOR ASSAULT SQUAD

200 Points

Page 64

	WS	BS	S	T	W	I	A	Ld	Sv
Terminator Sergeant	4	4	4	4	1	4	2	9	2+
Terminator	4	4	4	4	1	4	2	9	2+

Unit Composition:

- 1 Terminator Sergeant
- 4 Terminators

Unit Type:

- Infantry

Wargear:

- Terminator armour
- Lightning claws

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Combat Tactics

Options:

- May include up to five additional Terminators: +40 pts per model
- Any model may replace his lightning claws with a thunder hammer and storm shield: free

Dedicated Transport:

- One Terminator Assault Squad in the army may select a Land Raider of any type as a dedicated transport. (see Heavy Support for points costs).

STERNGUARD VETERAN SQUAD

125 Points

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STERNGUARD VETERAN SQUAD125 Points

Page 63

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine Sergeant	4	4	4	4	1	4	2	9	3+
Veteran	4	4	4	4	1	4	2	9	3+

Unit Composition:

- 1 Space Marine Sergeant
- 4 Veterans

Unit Type:

- Infantry

Wargear:

- Power armour
- Boltgun
- Bolt pistol
- Special issue ammunition
- Frag and Krak grenades

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Combat Tactics

Options:

- May include up to five additional Veterans: +25 pts per model
- The Space Marine Sergeant may replace his bolt pistol and/or his boltgun with:
 - a chainsword free
 - a power weapon or lightning claw +15 pts
 - a plasma pistol +15 pts
 - a power fist +25 pts
- The Space Marine Sergeant may take:
 - melta bombs +5 pts
- Any model may replace his boltgun with:
 - a storm bolter, combi-melta, -flamer or -plasma +5 pts
- Two Veterans may replace their boltguns with:
 - a flamer, meltagun, heavy bolter, a multi-melta or a missile launcher +5 pts
 - a plasma gun, plasma cannon or heavy flamer +10 pts
 - a lascannon +15 pts

Dedicated Transport:

- May select a Drop Pod, Rhino or a Razorback (see page 135 for points costs).

- Lightning claws

STERNGUARD VETERAN SQUAD

125 Points

Page 63

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine Sergeant	4	4	4	4	1	4	2	9	3+
Veteran	4	4	4	4	1	4	2	9	3+

Unit Composition:

- 1 Space Marine Sergeant
- 4 Veterans

Unit Type:

- Infantry

Wargear:

- Power armour
- Boltgun
- Bolt pistol
- Special issue ammunition
- Frag and Krak grenades

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Combat Tactics

Options:

- May include up to five additional Veterans: +25 pts per model
- The Space Marine Sergeant may replace his bolt pistol and/or his boltgun with:
 - a chainsword free
 - a power weapon or lightning claw +15 pts
 - a plasma pistol +15 pts
 - a power fist +25 pts
- The Space Marine Sergeant may take:
 - melta bombs +5 pts
- Any model may replace his boltgun with:
 - a storm bolter, combi-melta, -flamer or -plasma +5 pts
- Two Veterans may replace their boltguns with:
 - a flamer, melta gun, heavy bolter, a multi-melta or a missile launcher +5 pts
 - a plasma gun, plasma cannon or heavy flamer +10 pts
 - a lascannon +15 pts

Dedicated Transport:

- May select a Drop Pod, Rhino or a Razorback (see page 135 for points costs).

ELITES

VENERABLE DREADNOUGHT

165 Points

Page 65

	[Armour]							
	WS	BS	S	F	S	R	I	A
Venerable Dreadnought	5	5	6	12	12	10	4	2

Unit Composition:

- 1 Venerable Dreadnought

Unit Type:

- Vehicle (Walker)

Wargear:

- Multi-melta
- Dreadnought close combat weapon (with built in storm bolter)
- Smoke launchers
- Searchlight

Special Rules:

- Venerable

Options:

- Replace storm bolter with heavy flamer: +10 pts
- Replace multi-melta with:
 - twin-linked heavy flamer: free
 - twin-linked heavy bolter: +5 pts
 - twin-linked autocannon: +10 pts
 - plasma cannon or assault cannon: +10 pts
 - twin-linked lascannon: +30 pts
- Replace Dreadnought close combat weapon with
 - twin-linked autocannon or missile launcher: +10 pts
- Take extra armour: +15 pts

Dedicated Transport:

- May select a Drop Pod (see page 135).



DREADNOUGHT

105 Points

Page 65

	[Armour]							
	WS	BS	S	F	S	R	I	A

Options:

- Replace storm bolter with heavy flamer: +10 pts

DREADNOUGHT

105 Points

Page 65

Dreadnought

Armour							
WS	BS	S	F	S	R	I	A
4	4	6	12	12	10	4	2

Unit Composition:

- 1 Dreadnought

Unit Type:

- Vehicle (Walker)

Wargear:

- Multi-melta
- Dreadnought close combat weapon (with built in storm bolter)
- Smoke launchers
- Searchlight

Options:

- Replace storm bolter with heavy flamer: +10 pts
- Replace multi-melta with:
 - twin-linked heavy flamer: free
 - twin-linked heavy bolter: +5 pts
 - twin-linked autocannon: +10 pts
 - plasma cannon or assault cannon: +10 pts
 - twin-linked lascannon: +30 pts
- Replace Dreadnought close combat weapon with:
 - twin-linked autocannon or missile launcher: +10 pts
- Take extra armour: +15 pts

Dedicated Transport:

- May select a Drop Pod (see page 135).

IRONCLAD DREADNOUGHT

135 Points

Page 65

Ironclad Dreadnought

Armour							
WS	BS	S	F	S	R	I	A
4	4	6	13	13	10	4	2(3)

Unit Composition:

- 1 Ironclad Dreadnought

Unit Type:

- Vehicle (Walker)

Wargear:

- Seismic hammer (with built in meltagun)
- Dreadnought close combat weapon (with built in storm bolter)
- Smoke launchers
- Searchlight
- Extra armour

Special Rules:

- Move through cover

Options:

- Replace storm bolter with heavy flamer: +10 pts
- Replace meltagun with heavy flamer: +5 pts
- Replace Dreadnought close combat weapon and storm bolter with a hurricane bolter: free
- Replace seismic hammer with a chainfist: free
- Take up to two hunter-killer missiles: +10 pts each
- Take Ironclad assault launchers: +15 pts

Dedicated Transport:

- May select a Drop Pod (see page 135).

ELITES

TECHMARINE

50 Points

Page 71

	WS	BS	S	T	W	I	A	Ld	Sv
Techmarine	4	4	4	4	1	4	1	8	2+

Unit Composition:

- 1 Techmarine

Unit Type:

- Infantry

Wargear:

- Artificer armour
- Servo-arm
- Boltgun or bolt pistol
- Frag and krak grenades

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Blessing of the Omnissiah
- Bolster Defences

Options:

- Upgrade servo-arm to a servo-harness +25 pts
- Replace boltgun with:
 - a storm bolter +3 pts
 - a combi-flamer, -melta or -plasma +10 pts
 - a plasma pistol +15 pts
- Take either:
 - a power weapon +15 pts
 - a thunder hammer +30 pts
- May have a Space Marine bike +35 pts



SERVITORS

10 Points

Page 72

You may include one unit of Servitors for every Techmarine or Master of the Forge in your army.

SERVITORS

10 Points

Page 72

You may include one unit of Servitors for every Techmarine or Master of the Forge in your army.

	WS	BS	S	T	W	I	A	Ld	Sv
Servitor	3	3	3	3	1	3	1	8	4+

Unit Composition:

- 1 Servitor

Wargear:

- Servo-arm

Unit Type:

- Infantry

Special Rules:

- Mindlock

Options:

- May include up to four additional Servitors.
+15 pts per model
- Up to two Servitors may replace their servo-arm with:
- a heavy bolter +20 pts
- multi-melta or plasma cannon +30 pts

LEGION OF THE DAMNED SQUAD

155 Points

Page 95

	WS	BS	S	T	W	I	A	Ld	Sv
Damned Sergeant	5	4	4	4	1	4	2	10	3+
Damned Legionnaire	4	4	4	4	1	4	2	10	3+

Unit Composition:

- 1 Damned Sergeant
- 4 Damned Legionnaires

Special Rules:

- Fearless
- Unyielding Spectres
- Aid Unlooked For
- Slow and Purposeful

Unit Type:

- Infantry

Wargear:

- Bolt pistol
- Frag and krak grenades
- Boltgun

Options:

- May include up to five additional Damned Legionnaires.
+30 pts per model
- The Damned Sergeant may replace his boltgun with:
- a chainsword free
- a combi-melta, -flamer or -plasma +10 pts
- a storm bolter +10 pts
- a plasma pistol +15 pts
- a power weapon +15 pts
- a power fist +25 pts
- One Damned Legionnaire may replace his boltgun with one of the following:
- a flamer, meltagun or plasma gun +20 pts
- One Damned Legionnaire may replace his boltgun with one of the following:
- a heavy bolter +10 pts
- a missile launcher +15 pts
- a plasma cannon +20 pts
- a lascannon, multi-melta or heavy flamer +30 pts

FAST ATTACK

ASSAULT SQUAD

100 Points

Page 60

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine Sergeant	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

Unit Composition:

- 4 Space Marines
- 1 Space Marine Sergeant

Unit Type:

- Jump infantry

Wargear:

- Power armour
- Chainsword
- Bolt pistol
- Frag and Krak grenades
- Jump pack

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Combat Tactics

Dedicated Transport:

- The Squad may remove its jump packs to count as Infantry. It may then have a Drop Pod or Rhino for free. Note that upgrades must be bought as normal. (see page 135 for points costs).

Options:

- May include up to five additional Space Marines: *+18 pts per model*
- For every five models in the squad one Space Marine may replace his bolt pistol with one of the following:
 - a flamer *+10 pts*
 - a plasma pistol *+15 pts*
- The Space Marine Sergeant may replace his bolt pistol and/or chainsword with:
 - a storm shield *+15 pts*
 - a plasma pistol *+15 pts*
 - a power weapon or lightning claw *+15 pts*
 - a power fist *+25 pts*
 - a thunder hammer or pair of lightning claws *+30 pts*
- The Space Marine Sergeant may take:
 - melta bombs *+5 pts*
 - a combat shield *+5 pts*

VANGUARD VETERAN SQUAD

125 Points

Page 62

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine Sergeant	4	4	4	4	1	4	2	9	3+
Veteran	4	4	4	4	1	4	2	9	3+

Unit Composition:

Special Rules:

Options:

- May include up to five additional Veterans: *+20 pts per model*
- The Sergeant may replace his power sword with:
 - a lightning claw *free*

VANGUARD VETERAN SQUAD

125 Points

Page 62

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine Sergeant	4	4	4	4	1	4	2	9	3+
Veteran	4	4	4	4	1	4	2	9	3+

Unit Composition:

- 1 Space Marine Sergeant
- 4 Veterans

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolt pistol
- Frag and Krak grenades
- Chainsword (the Sergeant instead has a power sword)

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Combat Tactics
- Heroic Intervention

Dedicated Transport:

- If the squad does not have jump packs, it may select a Drop Pod, Rhino or a Razorback (see page 135 for points costs).

Options:

- May include up to five additional Veterans: +20 pts per model
- The Sergeant may replace his power sword with:
 - a lightning claw *free*
 - a power fist +10 pts
 - a thunder hammer or relic blade +15 pts
- Any model may replace his bolt pistol and/or chainsword with:
 - a storm shield +15 pts
 - a plasma pistol +15 pts
 - a power weapon or lightning claw +15 pts
 - a power fist +25 pts
 - a thunder hammer +30 pts
- Any model may take:
 - melta bombs +5 pts
- The entire squad may have jump packs: +10 pts per model

LAND SPEEDER SQUADRON

50 Points per model

Page 74

	BS	Armour			
		F	S	R	
Land Speeder	4	10	10	10	

Unit Composition:

- 1-3 Land Speeders

Unit Type:

- Vehicle (Fast, Skimmer)

Wargear:

- Heavy bolter

Special Rules:

- Deep Strike

Options:

- Any Land Speeder may replace its heavy bolter with:
 - heavy flamer *free*
 - multi-melta +10 pts
- Any Land Speeder may be upgraded with one of the following:
 - a Typhoon missile launcher +40 point
 - a Tornado pattern:
 - heavy flamer +10 pts
 - heavy bolter +10 pts
 - multi-melta +20 pts
 - assault cannon +40 pts

SPACE MARINE BIKE SQUAD

90 Points

Page 68

	WS	BS	S	T	W	I	A	Ld	Sv
Biker Sergeant	4	4	4	4(5)	1	4	2	9	3+
Space Marine Biker	4	4	4	4(5)	1	4	1	8	3+
Attack Bike	4	4	4	4(5)	2	4	2	8	3+

Unit Composition:

- 1 Biker Sergeant
- 2 Space Marine Bikers

Unit Type:

- Bike

Wargear:

- Power armour
- Bolt pistol
- Frag and Krak grenades
- Space Marine bike

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Combat Tactics

Options:

- May include up to five additional Space Marine Bikers
+25 pts per model
- The Biker Sergeant may replace his bolt pistol with:
 - a plasma pistol +15 pts
 - a combi-melta, -flamer or -plasma +10 pts
 - a power weapon +15 pts
 - a power fist +25 pts
- The Biker Sergeant may take:
 - melta bombs +5 pts
- Up to two Bikers may replace their bolt pistols with:
 - a flamer +5 pts
 - a meltagun +10 pts
 - a plasma gun +15 pts
- Add one heavy bolter armed Attack Bike to the Squadron +40 pts
- The Attack Bike may upgrade its heavy bolter to a multi-melta +10 pts

ATTACK BIKE SQUAD

40 Points per model

Page 68

	WS	BS	S	T	W	I	A	Ld	Sv
Attack Bike	4	4	4	4(5)	2	4	2	8	3+

Unit Composition:

- 1-3 Attack Bikes*

Unit Type:

- Bikes

Wargear:

- Power armour
- Bolt pistol
- Frag and Krak grenades
- Space Marine bike
- Heavy bolter

Special Rules:

- And They Shall Know No Fear
- Combat Tactics

Options:

- Any Attack Bike may upgrade its heavy bolter to a multi-melta +10 pts

FAST ATTACK

LAND SPEEDER STORM

50 Points

Page 75

	Armour			
	BS	F	S	R
Land Speeder Storm	3	10	10	10

Unit Composition:

- 1 Land Speeder Storm

Unit Type:

- Vehicle (Fast, Skimmer, Open-topped)

Wargear:

- Heavy bolter
- Jamming beacon
- Cerberus launcher

Transport Capacity:

- Five models (Scouts only)

Special Rules:

- Deep Strike
- Scouts

Options:

- Replace heavy bolter with:
 - heavy flamer +10 pts
 - multi-melta +15 pts
 - assault cannon +35 pts

SCOUT BIKE SQUAD

70 Points

Page 67

	WS	BS	S	T	W	I	A	Ld	Sv
Scout Biker Sergeant	4	4	4	4(5)	1	4	2	9	4+
Scout Biker	3	3	4	4(5)	1	4	1	8	4+

Unit Composition:

- 1 Scout Biker Sergeant
- 2 Scout Bikers

Unit Type:

- Bike

Wargear:

- Scout armour
- Bolt pistol
- Frag and Krak grenades
- Space Marine bike
- Shotgun

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Combat Tactics
- Infiltrate
- Scouts

Options:

- May include up to seven additional Scout Bikers +20 pts per model
- The Scout Biker Sergeant may replace his bolt pistol with:
 - a plasma pistol +15 pts
 - a combi-melta, -flamer or -plasma +10 pts
 - a power weapon +15 pts
 - a power fist +25 pts
- The Scout Biker Sergeant may take:
 - melta bombs +5 pts
 - locator beacon +25 pts
- Up to three Bikers may replace their bike's twin-linked boltguns with an Astartes grenade launcher: +10 pts
- The squad may have cluster mines: +10 pts

Note that a squad that separates into two Combat Squads is still only treated as a single unit for the purposes of using cluster mines.

HEAVY SUPPORT

DEVASTATOR SQUAD

90 Points

Page 61

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine Sergeant	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

Unit Composition:

- 4 Space Marines
- 1 Space Marine Sergeant

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolt pistol
- Frag and Krak grenades
- Boltgun
- Signum (Sergeant only)

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Combat Tactics

Dedicated Transport:

- May select a Drop Pod, Rhino or a Razorback (see page 135 for pts costs).

Options:

- May include up to five additional Space Marines: +16 pts per model
- Up to four Space Marines may replace their boltguns with one of the following:
 - a heavy bolter, multi-melta or missile launcher +15 pts
 - a plasma cannon +25 pts
 - a lascannon +35 pts
- The Space Marine Sergeant may replace his boltgun and/or bolt pistol with:
 - a chainsword free
 - a combi-melta, -flamer or -plasma +10 pts
 - a storm bolter +10 pts
 - a plasma pistol or power weapon +15 pts
 - a power fist +25 pts
- The Space Marine Sergeant may take:
 - melta bombs +5 pts

THUNDERFIRE CANNON

100 Points

Page 73

	WS	BS	S	T	W	I	A	Ld	Sv
Techmarine	4	4	4	4	1	4	1	8	2+

Unit Composition:

- 1 Techmarine Gunner
- 1 Thunderfire cannon

Unit Type:

- Artillery

Wargear:

- Artificer armour
- Bolt pistol
- Frag and Krak grenades
- Servo-harness

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Blessing of the Omnissiah
- Bolster Defences

Dedicated Transport:

- May select a Drop Pod (see page 135).

HEAVY SUPPORT

LAND RAIDER REDEEMER

240 Points

Page 83

	Armour			
	BS	F	S	R
Land Raider	4	14	14	14

Unit Composition:

- 1 Land Raider

Unit Type:

- Vehicle (Tank)

Wargear:

- Twin-linked assault cannon
- Two flamethrower cannons
- Frag Assault Launcher
- Smoke Launchers
- Searchlight

Transport Capacity

- Twelve models

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle

Options:

- May take any of the following:
 - a storm bolter +10 pts
 - a hunter-killer missile +10 pts
 - a multi-melta +10 pts
 - extra armour +15 pts

PREDATOR

60 Points

Page 78

	Armour			
	BS	F	S	R
Predator	4	13	11	10

Unit Composition:

- 1 Predator

Unit Type:

- Vehicle (Tank)

Wargear:

- Autocannon
- Smoke launchers
- Searchlight

Options:

- Replace autocannon with a twin-linked lascannon: +45 pts
- May take side sponsons with heavy bolters for +25 pts
or with lascannons for +60 pts
- May take any of the following:
 - a storm bolter +10 pts
 - a hunter-killer missile +10 pts
 - a dozer blade +5 pts
 - extra armour +15 pts

WHIRLWIND

85 Points

Page 79

	Armour			
	BS	F	S	R
Whirlwind	4	14	14	14

Options:

- May take any of the following:

WHIRLWIND

85 Points

Page 79

	Armour			
	BS	F	S	R
Whirlwind	4	11	11	10

Unit Composition:

- 1 Whirlwind

Unit Type:

- Vehicle (Tank)

Wargear:

- Whirlwind multiple missile launcher
- Smoke launchers
- Searchlight

Options:

- May take any of the following:
 - a storm bolter +10 pts
 - a hunter-killer missile +10 pts
 - a dozer blade +5 pts
 - extra armour +15 pts

VINDICATOR

115 Points

Page 80

	Armour			
	BS	F	S	R
Vindicator	4	13	11	10

Unit Composition:

- 1 Vindicator

Unit Type:

- Vehicle (Tank)

Wargear:

- Demolisher cannon
- Storm bolter
- Smoke launchers
- Searchlight

Options:

- May take any of the following:
 - a storm bolter +10 pts
 - a hunter-killer missile +10 pts
 - a dozer blade +5 pts
 - a siege shield +10 pts
 - extra armour +15 pts

BROTHER-SERGEANT CHRONUS

70 Points

Page 88

Chronus must be assigned to one tank in the army.

	WS	BS	S	T	W	I	A	Ld	Sv
Antaro Chronus	4	5	4	4	1	4	2	9	3+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolt pistol
- Frag and Krak grenades
- Servo-arm

Special Rules:

- Tank Commander

SUMMARY

TROOP TYPES

	WS	BS	S	T	W	I	A	Ld	Sv	Page
Apothecary	4	4	4	4	1	4	2	9	3+	55
Attack Bike	4	4	4	4(5)	2	4	2	8	3+	68
Biker Sergeant	4	4	4	4(5)	1	4	2	9	3+	68
Captain	6	5	4	4	3	5	3	10	3+	54
Cato Sicarius	6	5	4	4	3	5	3	10	2+	85
Chaplain	5	4	4	4	2	4	2	10	3+	58
Chapter Champion	5	4	4	4	1	4	3	10	2+	53
Chapter Master	6	5	4	4	3	5	3	10	3+	52
Chronus	4	5	4	4	1	4	2	9	3+	89
Company Champion	5	4	4	4	1	4	2	9	3+	55
Damned Legionnaire	4	4	4	4	1	4	2	10	3+	95
Damned Sergeant	5	4	4	4	1	4	2	10	3+	95
Damath Lysander	6	5	4	4	4	5	3	10	2+	91
Honour Guard	4	4	4	4	1	4	2	10	2+	53
Kayvaan Shrike	6	5	4	4	3	5	3	10	3+	92
Kor'sarro Khan	6	5	4	4	3	5	3	10	3+	94
Librarian	5	4	4	4	2	4	2	10	3+	56
Marneus Calgar	6	5	4	4	4	5	4	10	3+	84
Master of the Forge	4	5	4	4	2	4	2	10	2+	70
Ortan Cassius	5	4	4	6	2	4	2	10	3+	87
Pedro Kantor	6	5	4	4	3	5	3	10	3+	90
Scout	3	3	4	4	1	4	1	8	4+	66
Scout Biker	3	3	4	4(5)	1	4	1	8	4+	67
Scout Biker Sergeant	4	4	4	4(5)	1	4	2	9	4+	67
Scout Sergeant	4	4	4	4	1	4	2	9	4+	66
Sergeant Telion	5	6	4	4	1	4	2	9	4+	88
Servitor	3	3	3	3	1	3	1	8	4+	72
Space Marine	4	4	4	4	1	4	1	8	3+	var.
Space Marine Biker	4	4	4	4(5)	1	4	1	8	3+	68
Space Marine Sgt.	4	4	4	4	1	4	2	9	2+	var.

WEAPON TYPES

Weapon	Range	Str.	AP	Type	Page
Assault cannon	24"	6	4	Heavy 4, Rending	97
Astartes grenade launcher*					67
(Frag)	24"	3	6	Rapid Fire, Blast	
(Krak)	24"	6	4	Rapid Fire	
Autocannon	48"	7	4	Heavy 2	103
Auxiliary grenade launcher*					97
(Frag)	12"	3	6	Assault 1, Blast	
(Krak)	12"	6	4	Assault 1	
Bolt pistol	12"	4	5	Pistol	97
Boltgun	24"	4	5	Rapid Fire	97
Conversion beamer*					70
	up to 18"	6	-	Heavy 1, Blast	
	18"- 42"	8	4	Heavy 1, Blast	
	42"- 72"	10	1	Heavy 1, Blast	
Cyclone missile launcher*					64
(Frag)	48"	4	6	Heavy 2, Blast	
(Krak)	48"	8	3	Heavy 2	
Deathwind launcher	12"	5	-	Heavy 1, Large Blast	69
Dragonfire bolts	24"	4	5	Rapid Fire	63
				Ignores Cover	
Flamer	Template	4	5	Assault 1	98
Flamestorm	Template	6	3	Heavy 1	83
Heavy bolter	36"	5	4	Heavy 3	98
Heavy flamer	Template	5	4	Assault 1	98
Hellfire round	24"	X	5	Rapid Fire, Poisoned (2+)	100
Hellfire shell	36"	X	-	Heavy 1, Blast*	66
				Poisoned (2+)	
Kraken bolt	30"	4	4	Rapid Fire	63
Lascannon	48"	9	2	Heavy 1	98
Meltagun	12"	8	1	Assault 1, Melta	98

Servitor	3	3	3	3	1	3	1	8	4+	72
Space Marine	4	4	4	4	1	4	1	8	3+	var.
Space Marine Biker	4	4	4	4(5)	1	4	1	8	3+	68
Space Marine Sgt.	4	4	4	4	1	4	2	9	3+	var.
Techmarine	4	4	4	4	1	4	1	8	2+	71
Terminator	4	4	4	4	1	4	2	9	2+	64
Terminator Sergeant	4	4	4	4	1	4	2	9	2+	64
Varro Tigurius	5	4	4	4	2	4	2	10	3+	86
Veteran	4	4	4	4	1	4	2	9	3+	var.
Vulkan Heitan	6	5	4	4	3	5	3	10	2+	93

VEHICLES

	BS	Armour			Page
		Front	Side	Rear	
Drop Pod	4	12	12	12	69
Land Raider	4	14	14	14	81
Land Raider Crusader	4	14	14	14	82
Land Raider Redeemer	4	14	14	14	83
Land Speeder	4	10	10	10	74
Land Speeder Storm	3	10	10	10	75
Predator	4	13	11	10	78
Razorback	4	11	11	10	77
Rhino	4	11	11	10	76
Vindicator	4	13	11	10	80
Whirlwind	4	11	11	10	79

	WS	BS	S	Armour			I	A	Page
				Front	Side	Rear			
Dreadnought	4	4	6	12	12	10	4	2	65
Ironclad	4	4	6	13	13	10	4	2(3)	65
Dreadnought									
Venerable	5	5	6	12	12	10	4	2	65
Dreadnought									

Reinforced shell	36"	X	-	Heavy 1, Blast*	66
Kraken bolt	30"	4	4	Poisoned (2+)	
Lascannon	48"	9	2	Rapid Fire	63
Meltagun	12"	8	1	Heavy 1	98
Missile launcher*				Assault 1, Melta	98
(Frag)	48"	4	6		99
(Krak)	48"	8	3	Heavy 1, Blast	
Multi-melta	24"	8	1	Heavy 1	
Plasma cannon	36"	7	2	Heavy 1, Melta	99
Plasma gun	24"	7	2	Heavy 1, Blast, Gets Hot!	99
Plasma pistol	12"	7	2	Rapid Fire, Gets Hot!	99
Shotgun	12"	4	-	Pistol, Gets Hot!	99
Sniper rifle	36"	X	6	Assault 2	66
Storm bolter	24"	4	5	Heavy 1, Sniper	66
Thunderfire cannon*				Assault 2	99
Surface	60"	6	5		73
Airburst	60"	5	6	Heavy 4, Blast	
Subterranean	60"	4	-	Heavy 4, Blast	
Typhoon Missile launcher*				Ignores Cover	
(Frag)	48"	4	6	Heavy 4, Blast, Tremor	
(Krak)	48"	8	3		74
Vengeance round	18"	4	3	Heavy 2, Blast	
				Heavy 2	
				Rapid Fire, Gets Hot!	63

* These weapons can fire in two or more different modes.

See the relevant page for details.

ORDNANCE

Weapon	Range	Str.	AP	Type	Page
Demolisher	24"	10	2	Ord. 1, Barrage	80
Orbital bombardment	X	10	1	Ord. 1, Barrage	52
Whirlwind multiple missile launcher*					79
Vengeance	12-48"	5	4	Ord. 1, Barrage	
Incendiary	12-48"	4	5	Ord. 1, Barrage	
Castellan				Ignores Cover	

Marneus Calgar they have a leader who will fight until the stars turn cold, not only for the immortal Emperor, but for Mankind itself.

	WS	BS	S	T	W	I	A	Ld	Sv
Marneus Calgar	6	5	4	4	4	5	4	10	3+

SPECIAL RULES

And They Shall Know No Fear, Combat Tactics, Eternal Warrior, Independent Character.

Orbital Bombardment: See page 52.

Titanic Might: Calgar can re-roll all failed attempts to wound with shooting and close combat attacks.

God of War: Marneus Calgar can choose whether to pass or fail any Morale check he is called upon to make. Whilst Calgar is on the table, all units with the Combat Tactics special rule can also choose whether to pass or fail any Morale check they are called upon to take.

WARGEAR

Gauntlets of Ultramar: These are a matched pair of power fists. They also contain a pair of integrated bolters that can be fired with the following profile:

Range	Str.	AP	Type
24"	4	2	Assault 2

Armour of Antilochus: Calgar may choose to wear this suit of Terminator armour, which includes a teleport homer.

in his path. All Space Marines make use of the lightning assault, but Sicarius refined such strategy to near-perfection, often committing his forces to battle with the briefest appraisal of the tactical situation.

	WS	BS	S	T	W	I	A	Ld	Sv
Cato Sicarius	6	5	4	4	3	5	3	10	2+

SPECIAL RULES

And They Shall Know No Fear, Combat Tactics, Independent Character.

Surprise Attack! An army that includes Sicarius can re-roll the dice when attempting to seize the initiative.

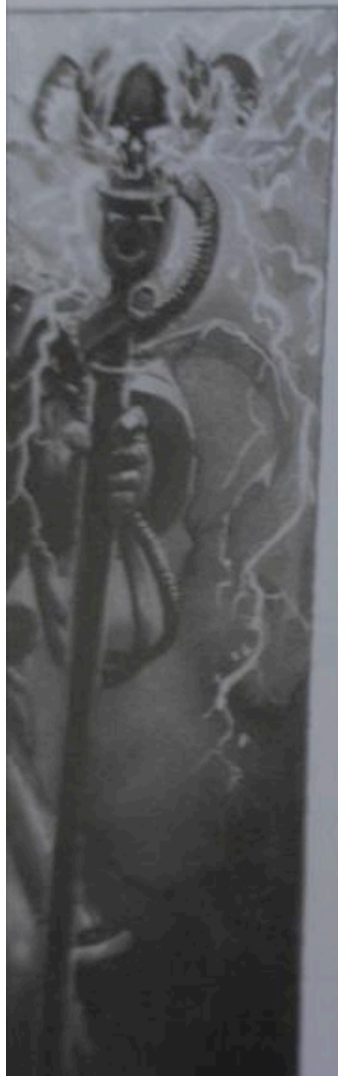
Rites of Battle: If Sicarius is on the table, all other Space Marine units can use his Leadership for any Morale or Pinning tests.

Battle-forged Heroes: Sicarius is accompanied by the finest warriors that the 2nd Company has to offer. One Tactical squad in an army that includes Sicarius can have one of the following special rules at no additional cost: **Counter-attack, Infiltrate, Scout or Tank Hunters.**

WARGEAR

Talassarian Tempest Blade: This is a power weapon. If Sicarius wishes, he can attempt a single 'coup de grâce' attack in lieu of his normal close combat attacks. If the coup de grâce hits, it is resolved at a Strength of 6 and causes Instant Death, regardless of the wounded model's Toughness.

Mantle of the Suzerain: This is a suit of artificer armour that bestows the **Feel No Pain** special rule on Sicarius.



Varro Tigurius

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	4	2	10	3+

SPECIAL RULES

And They Shall Know No Fear, Combat Tactics, Independent Character.

Master Psyker: Tigurius knows all the Psychic powers available to Space Marine Librarians (see page 57).

Gift of Prescience: If your army contains Tigurius, you can choose to re-roll any reserve rolls – even successful ones.

WARGEAR

Hood of Hellfire: The Hood of Hellfire functions as a psychic hood and, furthermore, allows Tigurius to use three psychic powers each turn.

Rod of Tigurius: The Rod of Tigurius is a master-crafted force weapon.

"Each path must be chosen..."

CASSIUS

IN, MASTER OF SANCTITY

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Ortan Cassius

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	6	2	4	2	10	3+

SPECIAL RULES

Combat Tactics, Feel No Pain, Independent Character.

Honour of the Chapter, Liturgies of Battle:

See page 58 for details.

WARGEAR

Infernus: This is a master-crafted combi-flamer, lovingly crafted and modified by Cassius himself. Note that the boltgun is loaded with hellfire rounds and will therefore wound any model on a 2+.

"The blood of the T... it is not the only...

Chapters with close ties to the Ultramarines, so that his knowledge and unique skills can more widely benefit the immortal Emperor's cause.

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant Telion	5	6	4	4	1	4	2	9	4+

SPECIAL RULES

And They Shall Know No Fear, Combat Tactics, Stealth, Acute Senses, Infiltrate, Move Through Cover, Scout.

Eye of Vengeance: Wounds caused by Telion's Shooting attacks are allocated by his controlling player, rather than the opposing player.

Voice of Experience: Telion can forgo making a Shooting attack of his own to guide a Battle-Brother's shot. If Telion does not make a shooting attack, one friendly model in his squad can use his Ballistic Skill of 6. You must declare you are using this ability before either Telion or the beneficiary fire any shots.

WARGEAR

Stalker Pattern Boltgun: Telion commonly carries a boltgun equipped with a targeter and loaded with silenced shells. It can be fired with the following profile:

Range	Strength	AP	Type
36"	4	5	Heavy 2 Rending, Pinning

Chronus takes full account of the capabilities and limits of every weapon system in every tank, and is cognisant of which of those mechanisms can be bypassed or jury-rigged in the event of damage.

	WS	BS	S	T	W	I	A	Ld	Sv
Antaro Chronus	4	5	4	4	1	4	2	9	3+

SPECIAL RULES

Tank Commander: Chronus is always bought as an upgrade and starts the game as commander of a Space Marine tank (see the army list). Use the tank commander model of Chronus to represent this.

Chronus' tank ignores any Crew Shaken or Crew Stunned results and can use his Ballistic Skill of 5.

If the tank suffers a Wrecked or Explodes! result, roll a D6. On a 1 or 2, Chronus is slain. If the result is 3 or more, Chronus leaps clear at the last second – when the damage has been resolved, place him within 2" of the vehicle's position. If Chronus' vehicle has been destroyed he has the above profile and following special rules for the remainder of the game: **And They Shall Know No Fear, Combat Tactics, Independent Character.** He may not take command of a different tank.

"The roar of engines, the recoil of cannons.
That is where the true joy of battle lies."

Brother-Sergeant Chronus
The Spear of Macragge



Pedro Kantor

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	3	5	3	10	3+

SPECIAL RULES

And They Shall Know No Fear, Combat Tactics, Orbital Bombardment, Independent Character.

Chapter Tactics: If you include Pedro Kantor then all units in your army exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule and your Sternguard Veteran squads gain the **Hold The Line!** special rule detailed below. If more than one character in your army has the **Chapter Tactics** special rule, you must choose which version will apply.

Hold the Line! If your army includes Pedro Kantor, your Sternguard Veteran squads are scoring units.

Inspiring Presence: All friendly units within 12" of Pedro Kantor receive +1 Attack whilst he lives. This bonus does not apply to Kantor, and does not stack with the similar bonus from a Chapter Banner.

WARGEAR

Dorn's Arrow: This ancient and venerated storm bolter has the following profile:

Range	Strength	AP	Type
24"	4	4	Assault 4

incarcerated... of his Chapter's hated foes. The... described to incredible tenacity... accept defeat. Within a month... body was broken and bloodied... upon him, Lysander broke free... and initially with no weapons... righteous fury, Lysander and hi... through the streets of Malodra... shuntle, and escaped.

It is difficult to say which emot... Imperial Fists' Chapter Council... Lysander still lived – joy that or... been returned to them, or fear... Lysander tainted and broken. F... Lysander stoically bore an exha... every fragment of his body and... Chapter records. Though the C... Librarians exerted every techniq... trace of corruption, physical or... the deafening cheers of his Batt... which had not been born when... Lysander was restored as the...

Within six months of his return... Imperial Fists in the assault that... slaying in blood the indignities... to dungeons. Before the dust ha... Lysander was on the move once... veterans from across the Imperiu... the Iron Warriors...

Darnath Lysander

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	4	5	3	10	2+

SPECIAL RULES

And They Shall Know No Fear, Combat Tactics, Independent Character, Eternal Warrior, Bolster Defences (see page 71 for details).


Bolter Drill: Lysander has never lost the skills that made him the most efficient squad sergeant the Imperial Fists have ever known. Any models in a squad Lysander has joined can re-roll failed 'to hit' rolls when shooting with heavy bolters, storm bolters, bolters, and bolt pistols.

Chapter Tactics: If you include Lysander then all units in your army exchange the combat tactics special rule for the stubborn universal special rule. If more than one character in your army has the Chapter tactics special rule, you must choose which version will apply.

WARGEAR

The Fist of Dorn: This is a master-crafted thunder hammer. All hits from the Fist of Dorn are resolved at Strength 10 and add +1 to rolls on the vehicle damage table.





Kayvaan Shrike

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	3	5	3	10	3+

SPECIAL RULES

And They Shall Know No Fear, Combat Tactics, Independent Character.

See, But Remain Unseen: Shrike (and models in his squad) benefit from the infiltrate special rule (see the Warhammer 40,000 rulebook).

Chapter Tactics: If you include Kayvaan Shrike then all units in your army exchange the **Combat Tactics** special rule for the **Fleet** universal special rule. If more than one character in your army has the Chapter Tactics special rule, you must choose which version will apply.

WARGEAR

The Raven's Talons: These are a pair of master-crafted lightning claws. They also bestow the **Rending** special rule on Shrike's close combat attacks.

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	WS	BS	S	T	W	I	A	Ld	Sv
Vulkan He'stan	6	5	4	4	3	5	3	10	2+

SPECIAL RULES

And They Shall Know No Fear, Combat Tactics, Independent Character.

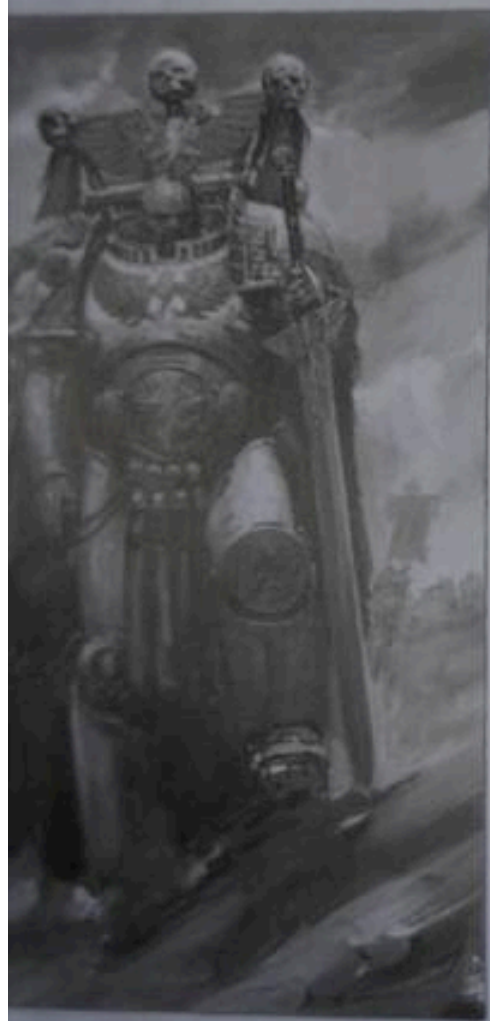
Chapter Tactics: If you include He'stan then all units in your army lose the **Combat Tactics** special rule. Instead, all thunder hammers in your army will count as master-crafted, and all flamers, heavy flamer, meltaguns and multimeltas count as twin-linked. If more than one character in your army has the **Chapter Tactics** special rule, you must choose which version will apply.

WARGEAR

Kesare's Mantle: The adamantium-hard drake scales of this cloak grant He'stan a 3+ invulnerable save.

The Gauntlet of the Forge: This armoured gauntlet can be fired as a heavy flamer.

The Spear of Vulkan: This is a master-crafted relic blade.



Kor'sarro Khan

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	3	5	3	10	3+

SPECIAL RULES

And They Shall Know No Fear, Combat Tactics, Independent Character.

Master of the Hunt: Kor'sarro Khan, and models in his unit, benefit from the hit and run and furious charge special rules (see the Warhammer 40,000 rulebook).

Chapter Tactics: If you include Kor'sarro Khan then all units in your army exchange the **Combat Tactics** special rule for the ability to outflank. If you choose to do this, all dedicated transports also gain the ability to outflank – see the **Reserves** mission special rule. If more than one character in your army has the **Chapter Tactics** special rule, you must choose which will apply.

WARGEAR

Moondrakkan: The bike Moondrakkan was originally commissioned for the fourth Master of the Hunt. Moondrakkan is a Space Marine Bike (see page 100 for details). If riding Moondrakkan, Kor'sarro Khan has the ability to run in the Shooting phase and has the fleet special rule (see the rulebook for details).

Moonfang: This is an ancient power sword and a relic of the White Scars Chapter. Any rolls to wound on which Kor'sarro scores a 6 will cause Instant Death, regardless of the target's Toughness.

Damned Serp
Damned Legi

SPECIAL R
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transmuted into a new and terrible form by the Warpstorm that claimed their vessel.

have save
enduring

	WS	BS	S	T	W	I	A	Ld	Sv
Damned Sergeant	5	4	4	4	1	4	2	10	3+
Damned Legionnaire	4	4	4	4	1	4	2	10	3+

SPECIAL RULES

Fearless, Slow and Purposeful.

Unyielding Spectres: The Legion of the Damned are impervious to even the deadliest weaponry. Their saving throw is invulnerable.

Aid Unlooked For: The Legion of the Damned always start the game in reserve and always arrive by **Deep Strike**, even in missions that do not normally use these rules. Note that the Legion of the Damned are renowned to arrive wherever they are most needed, so you can re-roll the deep strike scatter dice if you wish.

"Never before or since have I seen fighting such as I witnessed when that host fell upon the Orks."