

NetEPIC 5.0 Army Book  
Adeptus Astartes  
Version of August 31st, 2008

- @ : Combine barrage points from all battery

<b>BP</b>	<b>to-hit</b>
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- ⊗ : refer table to compute to-hit :

- Army indication is between parenthesis for optional units.
- PD is point defense (15cm 1d 6+ (0), 360°, always on First Fire)
- Templates are :
  - SB : Standard Barrage, 6cm diameter circle
  - LB : Large Barrage, 12cm diameter circle
  - ST : Small Teardrop, 5cm diameter circle ending a 10cm long triangle
  - LT : Large Teardrop, 6cm diameter circle ending a 25cm long triangle

# Standard Adeptus Astartes List

## Veteran Company

Standard Adeptus Astartes

Marine HQ stand  
Command Rhino

Veteran Detachment

6 Veteran Marine stands  
3 Rhinos

Veteran Detachment

6 Veteran Marine stands  
3 Rhinos

Veteran Detachment

6 Veteran Marine stands  
3 Rhinos

Cost : 850

Break : 15 Morale : 1  
Victory Points : 9

### Marine HQ

Infantry (1)

Move : 10cm	Save : 5+	CAF : +3
Weapon	Range	Shoot
Bolt Pistol	25cm	2d 5+ (0)

Command, Elite, HQ, Inspirational

### Veteran Marine

Infantry (1)

Move : 10cm	Save : 5+	CAF : +4
Weapon	Range	Shoot
Bolter	50cm	1d 5+ (0)

Elite

### Rhino

Vehicle (3)

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

PD(1), Transport 2

## Tactical Company

Standard Adeptus Astartes

Marine HQ stand  
Command Rhino

Tactical Detachment

6 Tactical Marine stands  
3 Rhinos

Tactical Detachment

6 Tactical Marine stands  
3 Rhinos

Tactical Detachment

6 Tactical Marine stands  
3 Rhinos

Cost : 750

Break : 15 Morale : 2  
Victory Points : 8

### Marine HQ

Infantry (1)

Move : 10cm	Save : 5+	CAF : +3
Weapon	Range	Shoot
Bolt Pistol	25cm	2d 5+ (0)

Command, Elite, HQ, Inspirational

### Tactical Marine

Infantry (1)

Move : 10cm	Save : 5+	CAF : +2
Weapon	Range	Shoot
Bolter	50cm	1d 5+ (0)

### Rhino

Vehicle (3)

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

PD(1), Transport 2

## Terminator Company

Standard Adeptus Astartes

Terminator HQ  
Command Land Raider

Terminator Detachment

4 Terminators  
2 Land Raiders

Terminator Detachment

4 Terminators  
2 Land Raiders

Terminator Detachment

4 Terminators  
2 Land Raiders

Cost : 1000

Break : 10 Morale : 1  
Victory Points : 10

### Terminator HQ

Infantry (1)

Move : 10cm	Save : 4+/6+f	CAF : +7
Weapon	Range	Shoot
Storm Bolter	35cm	2d 4+ (-1)

Command, Elite, HQ, Inspirational

### Terminator

Infantry (1)

Move : 10cm	Save : 4+/6+f	CAF : +6
Weapon	Range	Shoot
Storm Bolter	35cm	2d 4+ (-1)

Elite

### Land Raider

Vehicle (3)

Move : 20cm	Save : 2+	CAF : +3
Weapon	Range	Shoot
Lascannon	75cm	2d 5+ (-2)

PD(1), Transport 2

## Assault Company

Standard Adeptus Astartes

Assault Marine HQ stand  
Command Rhino

Assault Detachment

6 Assault Marine stands  
3 Rhinos

Assault Detachment

6 Assault Marine stands  
3 Rhinos

Assault Detachment

6 Assault Marine stands  
3 Rhinos

Cost : 750

Break : 15 Morale : 2  
Victory Points : 8

### Assault HQ

Infantry (1)

Move : 15cm	Save : 5+	CAF : +4
Weapon	Range	Shoot
Bolt Pistol	25cm	2d 5+ (0)

Command, Elite, HQ, Inspirational, JumpPacks

### Assault Marine

Infantry (1)

Move : 15cm	Save : 5+	CAF : +3
Weapon	Range	Shoot
Bolt Pistol/Sword	25cm	1d 5+ (0)

JumpPacks

### Rhino

Vehicle (3)

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

PD(1), Transport 2

## Devastator Company

Standard Adeptus Astartes

Marine HQ stand  
Command Rhino

Devastator Detachment

6 Devastator Marine stands  
3 Rhinos

Devastator Detachment

6 Devastator Marine stands  
3 Rhinos

Devastator Detachment

6 Devastator Marine stands  
3 Rhinos

Cost : 1000

### Marine HQ

Infantry (1)

Move : 10cm	Save : 5+	CAF : +3
Weapon	Range	Shoot
Bolt Pistol	25cm	2d 5+ (0)

Command, Elite, HQ, Inspirational

### Devastator Marine

Infantry (1)

Move : 10cm	Save : 5+	CAF : +1
Weapon	Range	Shoot
Heavy Weapons	75cm	2d 5+ (-1)

### Rhino

Vehicle (3)

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

PD(1), Transport 2

Break : 15 Morale : 2

Victory Points : 10

### Marine HQ

Infantry (1)

Move : 10cm	Save : 5+	CAF : +3
Weapon	Range	Shoot
Bolt Pistol	25cm	2d 5+ (0)

Command, Elite, HQ, Inspirational

### Tactical Marine

Infantry (1)

Move : 10cm	Save : 5+	CAF : +2
Weapon	Range	Shoot
Bolter	50cm	1d 5+ (0)

### Assault Marine

Infantry (1)

Move : 15cm	Save : 5+	CAF : +3
Weapon	Range	Shoot
Bolt Pistol/Sword	25cm	1d 5+ (0)

JumpPacks

### Devastator Marine

Infantry (1)

Move : 10cm	Save : 5+	CAF : +1
Weapon	Range	Shoot
Heavy Weapons	75cm	2d 5+ (-1)

### Rhino

Vehicle (3)

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

PD(1), Transport 2

Break : 15 Morale : 2

Victory Points : 9

## Scout Company

Standard Adeptus Astartes

Marine HQ stand  
Command Rhino

Scout Detachment

6 Scout Marine stands

Scout Detachment

6 Scout Marine stands

Scout Detachment

6 Scout Marine stands

Cost : 450

### Marine HQ

Infantry (1)

Move : 10cm	Save : 5+	CAF : +3
Weapon	Range	Shoot
Bolt Pistol	25cm	2d 5+ (0)

Command, Elite, HQ, Inspirational

### Scout Marine

Infantry (1)

Move : 10cm	Save : 6+	CAF : +1
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

Infiltration

### Rhino

Vehicle (3)

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

PD(1), Transport 2

Break : 10 Morale : 3

Victory Points : 5

### Land Raider

Vehicle (3)

Move : 20cm	Save : 2+	CAF : +3
Weapon	Range	Shoot
Lascannon	75cm	2d 5+ (-2)

PD(1), Transport 2

## Land Raider Company

Standard Adeptus Astartes

Command Land Raider

Land Raider Detachment

3 Land Raiders

Land Raider Detachment

3 Land Raiders

Land Raider Detachment

3 Land Raiders

Cost : 750

Break : 5 Morale : 2

Victory Points : 8

## Battle Company

Standard Adeptus Astartes

Marine HQ stand  
Command Rhino

Tactical Detachment

6 Tactical Marine stands  
3 Rhinos

Assault Detachment

6 Assault Marine stands  
3 Rhinos

Devastator Detachment

6 Devastator Marine stands  
3 Rhinos

Cost : 850

## Bike Company

(Standard Adeptus Astartes)

Command Marine Bike

Bike Detachment

5 Marine Bike stands

Bike Detachment

5 Marine Bike stands

Bike Detachment

5 Marine Bike stands

Cost : 450

### Marine Bike

*Cavaddy (2)*

Move : 30cm	Save : 6+	CAF : +2
Weapon	Range	Shoot
Bolter	15cm	1d 6+ (0)

Break : 8    Morale : 2

Victory Points : 5

### Apothecary

*Infantry (1)*

Move : 10cm	Save : 5+	CAF : +2
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

HQ, Medic

### Rhino

*Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

*PD(1), Transport 2*

Break : Stand    Morale : -

Victory Points : 1

Cost : 50

## Chaplain

Standard Adeptus Astartes

Chaplain stand  
Command Rhino

### Chaplain

*Infantry (1)*

Move : 10cm	Save : 5+/6+	CAF : +4
Weapon	Range	Shoot
Bolt Pistol	25cm	2d 5+ (0)

*Combat Leader, Command, Elite, HQ*

### Rhino

*Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

*PD(1), Transport 2*

Break : Stand    Morale : -

Victory Points : 1

### Chapter Master

*Infantry (1)*

Move : 10cm	Save : 4+/6+	CAF : +5
Weapon	Range	Shoot
Various	50cm	2d 5+ (-1)

*Command, Elite, HQ, Inspirational*

**1) Forced March:** All Imperial detachments within 10cm of the commander receive +5cm to their movement rate (+10cm on Charge Orders).

**2) Tactical Genius:** One Imperial detachment within 10cm may shift their orders one step along the following line: Charge-Advance-FirstFire.

### Rhino

*Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

*PD(1), Transport 2*

Break : Stand    Morale : -

Victory Points : 1

## Chapter Master

Standard Adeptus Astartes

Chapter Master stand  
Command Rhino

Cost : 100

## Forward Observer

(Standard Adeptus Astartes)

Forward Observer stand  
Command Rhino

### Forward Observer

*Infantry (1)*

Move : 10cm	Save : 5+	CAF : +2
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

HQ, Stealth, Forward Observer

### Rhino

*Vehicle (3)*

Move : 25cm Save : 4+ CAF : +0

PD(1), Transport 2

Cost : 50

Break : Stand Morale : -  
Victory Points : 1

## Grey Night Detachment

(Standard Adeptus Astartes)

4 Grey Knight stands

### Grey Knight

*Infantry (1)*

Move : 10cm	Save : 4+/6+f	CAF : +6
Weapon	Range	Shoot
Various	35cm	2d 4+ (-1)

Deamon Hunter, Elite, 4+ Psychic Save, Transport

Cost : 400

Break : 2 Morale : 2  
Victory Points : 4

## Inquisitor

(Standard Adeptus Astartes)

Inquisitor stand  
Command Rhino

### Inquisitor

*Infantry (1)*

Move : 10cm	Save : 4+f	CAF : +6
Weapon	Range	Shoot
Various	35cm	2d 4+ (-1)

Command, Elite, HQ, Fearless, 4+ Psychic Save, all Imperial troops within 25cm automatically pass any morale

### Rhino

*Vehicle (3)*

Move : 25cm Save : 4+ CAF : +0

PD(1), Transport 2

Cost : 100

Break : Stand Morale : -  
Victory Points : 1

## Legion of the Damned

(Standard Adeptus Astartes)

4 Legion of the Damned stands

### Legion of the Damned

*Infantry (1)*

Move : 10cm	Save : 5+	CAF : +4
Weapon	Range	Shoot
Bolter	50cm	1d 5+ (0)

Elite, Fearless, Teleport, Terror

Cost : 200

Break : 2 Morale : -  
Victory Points : 2

## Librarian

Standard Adeptus Astartes

Librarian stand  
Command Rhino

Cost : 100

Break : Stand Morale : -  
Victory Points : 1

### Librarian

Infantry (1)

Move : 10cm	Save : 5+	CAF : +4
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

HQ, Psyker

**1) Purge Psyker:** Pick an enemy psyker within 50cm (LoS unneeded) and roll 2D6 (1D6 vs Slaan Great Mage). Target roll 1D6 (Eldar Warlock, Slaan Mage, Ork Weirdboy, Squat Living Ancestor or similar), 2D6 (Daemon, Chaos Android, Eldar Wraithguard or similar), and get destroyed on smaller score, kills the Librarian if doubling its score.

**2) Mind Blast:** Pick a target within 25cm and LoS, destroy if (no save) on 4+, or roll for damage in the head/bridge location for shielded praetorian/titan. Does not affect AIs, Robots and other.

**3) Destroy Daemon:** Pick a Daemonic target within 25cm range and LoS. Roll 2D6, target roll 1D6 (minor Daemon, Chaos Android), 2D6 (Eldar Wraithguard, Dreadnaught), 3D6 (Greater Daemons, Eldar Avatar), and get destroyed on smaller score, kills the Librarian if doubling its score.

### Rhino

Vehicle (3)

Move : 25cm Save : 4+ CAF : +0

PD(1), Transport 2

Break : Stand Morale : -  
Victory Points : 1

### Ordo-Malleus Inquisitor

Infantry (1)

Move : 10cm	Save : 4+	CAF : +6
Weapon	Range	Shoot
Psychannon	50cm	1d 4+ (0)
Vs. Daemons	50cm	1d 4+ (-2)

Command, Elite, HQ, 4+ Psychic Save, physical psychic attacks

### Rhino

Vehicle (3)

Move : 25cm Save : 4+ CAF : +0

PD(1), Transport 2

Break : Stand Morale : -  
Victory Points : 2

## Techmarine

Standard Adeptus Astartes

Techmarine stand  
Command Rhino

Cost : 100

Break : Stand Morale : -  
Victory Points : 1

### Techmarine

Infantry (1)

Move : 10cm	Save : 5+	CAF : +2
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

HQ, Mechanic

### Rhino

Vehicle (3)

Move : 25cm Save : 4+ CAF : +0

PD(1), Transport 2

### Assault Drop Pod

Special

Move : - Save : - CAF : +0

Transport 2

### Support Drop Pod

Special

Move : - Save : 4+ CAF : +0

Weapon Range Shoot

Plasma Cannon 75cm 1d 5+ (-2)

Always on First Fire

### Deathwind Drop Pod

Special

Move : - Save : 4+ CAF : +0

Weapon Range Shoot

Deathwind 0cm 6BP 4+ (0)

10cm radius, One Shot

Break : +3 Morale : -  
Victory Points : +3

## Drop Pods

Standard Adeptus Astartes

10 Assault Drop Pods  
3 Support Drop Pods  
3 Deathwind Drop Pods

Cost : 300



## Teleport from orbit

(Standard Adeptus Astartes)

One infantry detachment may teleport

Cost : Free

Break : - Morale : -  
Victory Points : -

Warlord Titan *Titan (5)*

Move : 15cm	Save : Card	CAF : +14
Weapon	Range	Shoot
Purchase 4 Weapons + Head		

6 Void Shields

## Warlord Titan

Standard Adeptus Astartes

Warlord Titan Hull

Cost : 500

Break : Model Morale : -  
Victory Points : Varies

## Reaver Titan

Standard Adeptus Astartes

Reaver Titan Hull

Cost : 300

Reaver Titan *Titan (5)*

Move : 20cm	Save : Card	CAF : +12
Weapon	Range	Shoot
Purchase 3 Weapons		

4 Void Shields

Break : Model Morale : -  
Victory Points : Varies

Warhound Titan *Titan (5)*

Move : 25cm	Save : Card	CAF : +8
Weapon	Range	Shoot
Purchase 2 Weapons		

2 Void Shields, Agile, Hard to Hit on Charge

## Warhound Titan

Standard Adeptus Astartes

Warhound Titan

Cost : 125

Break : Model Morale : -  
Victory Points : Varies

# Warhound Titan Scout Squadron

Standard Adeptus Astartes

Warhound Titan hull

Warhound Titan hull

Cost : 250

Break : Each Morale : -  
Victory Points : Varies

**Warhound Titan** *Titan (5)*

Move : 25cm	Save : Card	CAF : +8
Weapon	Range	Shoot
Purchase 2 Weapons		

2 Void Shields, Agile, Hard to Hit on Charge

# Assault Detachment

Standard Adeptus Astartes

6 Assault Marine stands  
3 Rhinos

Cost : 250

**Assault Marine** *Infantry (1)*

Move : 15cm	Save : 5+	CAF : +3
Weapon	Range	Shoot
Bolt Pistol/Sword	25cm	1d 5+ (0)

JumpPacks

**Rhino** *Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

PD(1), Transport 2

Break : 5 Morale : 2  
Victory Points : 3

# Devastator Detachment

Standard Adeptus Astartes

6 Devastator Marine stands  
3 Rhinos

Cost : 350

**Devastator Marine** *Infantry (1)*

Move : 10cm	Save : 5+	CAF : +1
Weapon	Range	Shoot
Heavy Weapons	75cm	2d 5+ (-1)

**Rhino** *Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

PD(1), Transport 2

Break : 5 Morale : 2  
Victory Points : 4

# Flamer Detachment

Standard Adeptus Astartes

6 Flamer Marine stands  
3 Rhinos

Cost : 250

**Flamer Marine** *Infantry (1)*

Move : 10cm	Save : 5+	CAF : +2
Weapon	Range	Shoot
Flamer	25cm	1d 4+ (0)

Ignores Cover

**Rhino** *Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

PD(1), Transport 2

Break : 5 Morale : 2  
Victory Points : 3

# Scout Detachment

Standard Adeptus Astartes

6 Scout Marine stands

Cost : 150

**Scout Marine** *Infantry (1)*

Move : 10cm	Save : 6+	CAF : +1
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

Infiltration

Break : 3 Morale : 3  
Victory Points : 2

# Tactical Detachment

Standard Adeptus Astartes

6 Tactical Marine stands  
3 Rhinos

Cost : 250

**Tactical Marine** *Infantry (1)*

Move : 10cm	Save : 5+	CAF : +2
Weapon	Range	Shoot
Bolter	50cm	1d 5+ (0)

**Rhino** *Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

PD(1), Transport 2

Break : 5 Morale : 2  
Victory Points : 3

# Terminator Detachment

Standard Adeptus Astartes

4 Terminators  
2 Land Raiders

Cost : 350

**Terminator** *Infantry (1)*

Move : 10cm	Save : 4+/6+f	CAF : +6
Weapon	Range	Shoot
Storm Bolter	35cm	2d 4+ (-1)

Elite

**Land Raider** *Vehicle (3)*

Move : 20cm	Save : 2+	CAF : +3
Weapon	Range	Shoot
Lascannon	75cm	2d 5+ (-2)

PD(1), Transport 2

Break : 3 Morale : 1  
Victory Points : 4

**Terminator Assault Detachment**  
(Standard Adeptus Astartes)

4 Close-Assault Terminators  
2 Land Raiders

**Cost : 300**

**Break : 3    Morale : 1**  
**Victory Points : 3**

**Terminator Close-Assault Infantry (1)**

Move : 10cm	Save : 4+ / 6+ CAF : +8	
Weapon	Range	Shoot
CC Weapons	-	-

*Elite*

**Land Raider Vehicle (3)**

Move : 20cm	Save : 2+ CAF : +3	
Weapon	Range	Shoot
Lascannon	75cm	2d 5+ (-2)

*PD(1), Transport 2*

**Veteran Detachment**  
(Standard Adeptus Astartes)

6 Veteran Marine stands  
3 Rhinos

**Cost : 300**

**Break : 5    Morale : 1**  
**Victory Points : 3**

**Veteran Marine Infantry (1)**

Move : 10cm	Save : 5+ CAF : +4	
Weapon	Range	Shoot
Bolter	50cm	1d 5+ (0)

*Elite*

**Rhino Vehicle (3)**

Move : 25cm	Save : 4+ CAF : +0
-------------	--------------------

*PD(1), Transport 2*

**Attack Bike Squad**  
(Standard Adeptus Astartes)

5 Attack Bike stands

**Cost : 175**

**Break : 3    Morale : 2**  
**Victory Points : 2**

**Attack Bike Cavalry (2)**

Move : 30cm	Save : 6+ CAF : +3	
Weapon	Range	Shoot
Heavy Bolters	25cm	2d 5+ (0)

**Land Speeder Squad**  
(Standard Adeptus Astartes)

5 Land Speeders

**Cost : 200**

**Break : 3    Morale : 2**  
**Victory Points : 2**

**Land Speeder Cavalry (2)**

Move : 30cm	Save : 6+ CAF : +3	
Weapon	Range	Shoot
Multi-Melta	25cm	1d 3+ (-2)

*Skimmer*

**Land Speeder Tornado Squad**  
(Standard Adeptus Astartes)

3 Land Speeder Tornados

**Cost : 200**

**Break : 2    Morale : 2**  
**Victory Points : 2**

**Land Speeder Tornado Cavalry (2)**

Move : 30cm	Save : 6+ CAF : +3	
Weapon	Range	Shoot
Assault Cannon	50cm	1d 5+ (0)

*Skimmer*

**Land Speeder Typhoon Squad**  
(Standard Adeptus Astartes)

3 Land Speeder Typhoons

**Cost : 200**

**Break : 2    Morale : 2**  
**Victory Points : 2**

**Land Speeder Typhoon Cavalry (2)**

Move : 30cm	Save : 6+ CAF : +3	
Weapon	Range	Shoot
Missile Launcher	50cm	1BP@ (0)

*Skimmer*

**Marine Bike Squad**  
(Standard Adeptus Astartes)

5 Marine Bike stands

**Cost : 150**

**Break : 3    Morale : 2**  
**Victory Points : 2**

**Marine Bike Cavalry (2)**

Move : 30cm	Save : 6+ CAF : +2	
Weapon	Range	Shoot
Bolter	15cm	1d 6+ (0)

**Combined Dreadnought Squad**  
(Standard Adeptus Astartes)

Any 4 : Contemptor, Deredeo or Furibundus

**Cost : 100**

**Break : 2    Morale : 1**  
**Victory Points : 1**

**Contemptor Dreadnought Walker (2)**

Move : 15cm	Save : 5+ CAF : +4	
Heavy Bolter	50cm	1d 5+ (0)

**Deredeo Dreadnought Walker (2)**

Move : 15cm	Save : 5+ CAF : +2	
Missile Launcher	75cm	1d 5+ (-1)

**Furibundus Dreadnought Walker (2)**

Move : 15cm	Save : 5+ CAF : +0	
Lascannon	75cm	1d 5+ (-2)

**Mutilator Dreadnought Squad**  
(Standard Adeptus Astartes)

2 Contemptor  
1 Deredeo  
1 Furibundus

**Cost : 100**

**Break : 2    Morale : 2**  
**Victory Points : 1**

Contemptor Dreadnought		Walker (2)	
Move : 15cm	Save : 5+	CAF : +4	
Weapon	Heavy Bolter	50cm	1d 5+ (0)

Deredeo Dreadnought		Walker (2)	
Move : 15cm	Save : 5+	CAF : +2	
Weapon	Missile Launcher	75cm	1d 5+ (-1)

Furibundus Dreadnought		Walker (2)	
Move : 15cm	Save : 5+	CAF : +0	
Weapon	Lascannon	75cm	1d 5+ (-2)

**Destroyer Dreadnought Squad**  
(Standard Adeptus Astartes)

2 Deredeo  
2 Furibundus

**Cost : 100**

**Break : 2    Morale : 2**  
**Victory Points : 1**

Deredeo Dreadnought		Walker (2)	
Move : 15cm	Save : 5+	CAF : +2	
Weapon	Missile Launcher	75cm	1d 5+ (-1)

Furibundus Dreadnought		Walker (2)	
Move : 15cm	Save : 5+	CAF : +0	
Weapon	Lascannon	75cm	1d 5+ (-2)

**Punisher Squad**  
(Standard Adeptus Astartes)

4 Punisher Dreadnoughts

**Cost : 200**

**Break : 2    Morale : 2**  
**Victory Points : 2**

Punisher Dreadnought		Walker (2)	
Move : 10cm	Save : 4+	CAF : +3	
Weapon	Assault Cannon	50cm	3d 5+ (0)

**Robot Squad**  
Standard Adeptus Astartes

4 Robots

**Cost : 150**

**Break : 2    Morale : -**  
**Victory Points : 2**

Robot		Walker (2)	
Move : 10cm	Save : 4+	CAF : +2	
Weapon	Lascannon	75cm	1d 5+ (-1)

*Inorganic, Robotic*

**Scatolo Heavy Squad**  
Standard Adeptus Astartes

4 Heavy Weapon Scatolos

**Cost : 150**

**Break : 2    Morale : 2**  
**Victory Points : 2**

Scatolo (Heavy)		Walker (2)	
Move : 10cm	Save : 4+	CAF : +1	
Weapon	Lascannon	75cm	1d 5+ (-2)

**Scatolo Support Squad**  
Standard Adeptus Astartes

4 Support Scatolos

**Cost : 150**

**Break : 2    Morale : 2**  
**Victory Points : 2**

Scatolo (Support)		Walker (2)	
Move : 10cm	Save : 4+	CAF : +2	
Weapon	Heavy Bolters	25cm	3d 5+ (0)
	Missile Launcher	50cm	4BP 5+ (-1)

**Scatolo Assault Squad**  
Standard Adeptus Astartes

4 Flamer Scatolos

**Cost : 100**

**Break : 2    Morale : 2**  
**Victory Points : 1**

Scatolo (Assault)		Walker (2)	
Move : 10cm	Save : 4+	CAF : +4	
Weapon	Flamer	LI	- 4+ (0)

*Ignores Cover*

**Hunter Anti-Aircraft Battery**  
Standard Adeptus Astartes

3 Hunters

**Cost : 150**

**Break : 2    Morale : 2**  
**Victory Points : 2**

Hunter AA Gun		Vehicle (3)	
Move : 25cm	Save : 4+	CAF : +0	
Weapon	SAM Launcher	75cm	2d 5+ (-1)

*Anti-Aircraft*

**Land Raider Squadron**  
*Standard Adeptus Astartes*

3 Land Raiders

**Cost : 250**

**Break : 2    Morale : 2**  
**Victory Points : 3**

Land Raider				Vehicle (3)	
Move :	25cm	Save :	2+	CAF :	+3
Weapon	Lascannon	Range	75cm	Shoot	2d 5+ (-2)
<i>PD(1), Transport 2</i>					

**Predator Squadron**  
*Standard Adeptus Astartes*

3 Predators

**Cost : 200**

**Break : 2    Morale : 2**  
**Victory Points : 2**

Predator				Vehicle (3)	
Move :	25cm	Save :	3+	CAF :	+0
Weapon	Autocannon *	Range	75cm	Shoot	1d 5+ (-1)
Lascannon		Range	75cm	Shoot	2d 5+ (-1)
<i>* Turret</i>					

**Razorback Squadron**  
*(Standard Adeptus Astartes)*

6 Razorbacks

**Cost : 400**

**Break : 3    Morale : 2**  
**Victory Points : 4**

Razorback				Vehicle (3)	
Move :	25cm	Save :	4+	CAF :	+0
Weapon	Plasma Gun	Range	50cm	Shoot	1d 5+ (-1)
Lascannon		Range	75cm	Shoot	1d 5+ (-1)
<i>Transport 1, Turret but may not divide fire</i>					

**Rhino Squadron**  
*Standard Adeptus Astartes*

3 Rhinos

**Cost : 50**

**Break : 2    Morale : 2**  
**Victory Points : 1**

Rhino				Vehicle (3)	
Move :	25cm	Save :	4+	CAF :	+0
<i>PD(1), Transport 2</i>					

**Sabre Tank-Hunter Squadron**  
*(Standard Adeptus Astartes)*

3 Sabre Tank-Hunters

**Cost : 100**

**Break : 2    Morale : 2**  
**Victory Points : 1**

Sabre Tank-Hunter				Vehicle (3)	
Move :	25cm	Save :	4+	CAF :	+0
Weapon	Autocannon	Range	75cm	Shoot	1d 5+ (-2)
<i>Turret</i>					

**Vindicator Squadron**  
*Standard Adeptus Astartes*

3 Vindicators

**Cost : 150**

**Break : 2    Morale : 2**  
**Victory Points : 2**

Vindicator				Vehicle (3)	
Move :	20cm	Save :	2+	CAF :	+0
Weapon	Thunderer	Range	50cm	Shoot	1d 4+ (-3)
<i>Ignores Cover</i>					

**Mole Mortar Battery**  
*Standard Adeptus Astartes*

3 Mole Mortars

**Cost : 100**

**Break : 2    Morale : 2**  
**Victory Points : 1**

Mole Mortar				Light Art. (1)	
Move :	5cm	Save :	-	CAF :	-3
Weapon	Mole Mortar	Range	150cm	Shoot	1B@ ⊗ (0)
<i>Ignores Cover, Ignores Shields, traps Titan or Praetorian on a roll of 6 on a D6 (it can't move unless it is on Charge Orders and cancels all ranged attacks)</i>					

**Rapier Battery**  
*Standard Adeptus Astartes*

3 Rapier Laser Destroyers

**Cost : 75**

**Break : 2    Morale : 2**  
**Victory Points : 1**

Rapier				Light Art. (1)	
Move :	10cm	Save :	-	CAF :	-3
Weapon	Laser Destroyer	Range	50cm	Shoot	1d 4+ (-3)

**Tarantula Support Battery**  
*Standard Adeptus Astartes*

5 Tarantulas

**Cost : 150**

**Break : 3    Morale : -**  
**Victory Points : 2**

Tarantula			
Move	Save	CAF	CAF
5cm	-	-3	-3
Weapon	Range	Shoot	Shoot
Lascannon	75cm	1d 5+	(-2)

*Inorganic, Robotic, Quickdraw, RoF2*

**Thudd Gun Battery**  
*Standard Adeptus Astartes*

3 Thudd Guns

**Cost : 100**

**Break : 2    Morale : 2**  
**Victory Points : 1**

Thudd Gun			
Move	Save	CAF	CAF
5cm	-	-3	-3
Weapon	Range	Shoot	Shoot
Thudd Gun	75cm	2BP@	(0)

**Whirlwind Battery**  
*Standard Adeptus Astartes*

3 Whirlwinds

**Cost : 150**

**Break : 2    Morale : 2**  
**Victory Points : 2**

Whirlwind			
Move	Save	CAF	CAF
20cm	4+	+0	+0
Weapon	Range	Shoot	Shoot
Multi-Launcher	150cm	2BP@	(0)

**Light Off-Board Barrage**  
*(Standard Adeptus Astartes)*

One Light Orbital Barrage Round

**Cost : 1 VP**

**Break : -    Morale : -**  
**Victory Points : -**

Light Off-Board Barrage			
Move	Save	CAF	CAF
-	-	-	-
Weapon	Range	Shoot	Shoot
Orbital Barrage	Special	6BP	4+ (-1)

*Costs 1 VP*

**Heavy Off-Board Barrage**  
*(Standard Adeptus Astartes)*

One Heavy Orbital Barrage Round

**Cost : 2 VP**

**Break : -    Morale : -**  
**Victory Points : -**

Heavy Off-Board Barrage			
Move	Save	CAF	CAF
-	-	-	-
Weapon	Range	Shoot	Shoot
Orbital Barrage	Special	10BP	2+ (-2)

*Costs 2 VP*

**Marauder Squadron**  
*Standard Adeptus Astartes*

3 Marauder Fighter-Bombers

**Cost : 350**

**Break : 2    Morale : 2**  
**Victory Points : 4**

Marauder Fighter-Bomber			
Move	Save	CAF	CAF
75cm	3+	+2	+2
Weapon	Range	Shoot	Shoot
Battlécannon	50cm	1d 4+	(-2)
Lascannon	50cm	3d 5+	(-1)
Missiles	50cm	4BP	5+ (-2)

*Flyer*

**Thunderbolt Squadron**  
*Standard Adeptus Astartes*

3 Thunderbolt Fighters

**Cost : 250**

**Break : 2    Morale : 2**  
**Victory Points : 3**

Thunderbolt Fighter			
Move	Save	CAF	CAF
100cm	4+	+4	+4
Weapon	Range	Shoot	Shoot
Autocannon	25cm	3d 5+	(-1)
Rockets	25cm	4BP	5+ (-1)

*Flyer*

**Thunderhawk Gunship**  
*Standard Adeptus Astartes*

Thunderhawk Gunship

**Cost : 100**

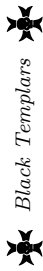
**Break : Model    Morale : 2**  
**Victory Points : 1**

Thunderhawk Gunship			
Move	Save	CAF	CAF
100cm	4+	+1	+1
Weapon	Range	Shoot	Shoot
Rockets	50cm	6BP	4+ (-2)
Battlécannon	50cm	1d 4+	(-2)

*Flyer, PD(3), Transport 6*

# Codex Chapter Lists

## Crusade Company



Marine HQ stand  
Command Rhino

### Crusade Detachment

6 Tactical stands  
2 Neophyte stands  
4 Rhinos

### Crusade Detachment

6 Tactical stands  
2 Neophyte stands  
4 Rhinos

### Crusade Detachment

6 Tactical stands  
2 Neophyte stands  
4 Rhinos

Cost : 900

### Marine HQ

*Infantry (1)*

Move	: 10cm	Save	: 5+	CAF	: +3
Weapon	Range	Shoot			
Bolt Pistol	25cm	2d 5+	(0)		

*Command, Elite, HQ, Inspirational*

### Rhino

*Vehicle (3)*

Move	: 25cm	Save	: 4+	CAF	: +0
------	--------	------	------	-----	------

*PD(1), Transport 2*

### Tactical Marine

*Infantry (1)*

Move	: 10cm	Save	: 5+	CAF	: +2
Weapon	Range	Shoot			
Bolter	50cm	1d 5+	(0)		

### Black Templar Neophyte

*Infantry (1)*

Move	: 10cm	Save	: 6+	CAF	: +1
Weapon	Range	Shoot			
Bolt Pistol	25cm	1d 5+	(0)		

Break : 19 Morale : 2

Victory Points : 9

### Terminator HQ

*Infantry (1)*

Move	: 10cm	Save	: 4+/6+f	CAF	: +7
Weapon	Range	Shoot			
Storm Bolter	35cm	2d 4+	(-1)		

*Command, Elite, HQ, Inspirational*

### Land Raider Crusader

*Vehicle (3)*

Move	: 25cm	Save	: 3+	CAF	: +3
Weapon	Range	Shoot			
Assault Cannon	50cm	1d 5+	(-1)		
Multi-Melta	25cm	1d 3+	(-2)		

*PD(4), Transport 2*

### Terminator

*Infantry (1)*

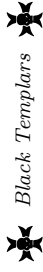
Move	: 10cm	Save	: 4+/6+f	CAF	: +6
Weapon	Range	Shoot			
Storm Bolter	35cm	2d 4+	(-1)		

*Elite*

Break : 10 Morale : 1

Victory Points : 10

## Crusade Battle Company



Marine HQ stand  
Command Rhino

### Crusade Detachment

6 Tactical stands  
2 Neophyte stands  
4 Rhinos

### Assault Detachment

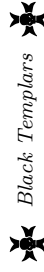
6 Assault Marine stands  
3 Rhinos

### Assault Detachment

6 Assault Marine stands  
3 Rhinos

Cost : 800

## Land Raider Crusader Company



Command Land Raider Crusader

Land Raider Crusader Squadron

3 Land Raider Crusaders

Land Raider Crusader Squadron

3 Land Raider Crusaders

Land Raider Crusader Squadron

3 Land Raider Crusaders

Cost : 900

### Marine HQ

*Infantry (1)*

Move	: 10cm	Save	: 5+	CAF	: +3
Weapon	Range	Shoot			
Bolt Pistol	25cm	2d 5+	(0)		

*Command, Elite, HQ, Inspirational*

### Rhino

*Vehicle (3)*

Move	: 25cm	Save	: 4+	CAF	: +0
------	--------	------	------	-----	------

*PD(1), Transport 2*

### Tactical Marine

*Infantry (1)*

Move	: 10cm	Save	: 5+	CAF	: +2
Weapon	Range	Shoot			
Bolter	50cm	1d 5+	(0)		

### Black Templar Neophyte

*Infantry (1)*

Move	: 10cm	Save	: 6+	CAF	: +1
Weapon	Range	Shoot			
Bolt Pistol	25cm	1d 5+	(0)		

### Assault Marine

*Infantry (1)*

Move	: 15cm	Save	: 5+	CAF	: +3
Weapon	Range	Shoot			
Bolt Pistol/Sword	25cm	1d 5+	(0)		

*JumpPacks*

Break : 13 Morale : 2

Victory Points : 8

### Land Raider Crusader

*Vehicle (3)*

Move	: 25cm	Save	: 3+	CAF	: +3
Weapon	Range	Shoot			
Assault Cannon	50cm	1d 5+	(-1)		
Multi-Melta	25cm	1d 3+	(-2)		

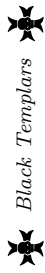
*PD(4), Transport 2*

Break : 5 Morale : 2

Victory Points : 9



## Emperor's Champion



Emperor's Champion stand  
Command Rhino

Cost : 100

Break : Stand Morale : -  
Victory Points : 1

**Emperors Champion** *Infantry (1)*

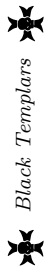
Move : 10cm	Save : 4+/6+f	CAF : +7
Weapon	Range	Shoot
Bolter / Power Fist	50cm	1d 5+ (0)

*Elite, HQ, Inspirational, may engage an enemy HQ or Command infantry stand in one-on-one Close Combat (reroll any tie result)*

### Rhino

Move : 25cm Save : 4+ CAF : +0  
*Vehicle (3)*  
*PD(1), Transport 2*

## Crusade Detachment



6 Tactical stands  
2 Neophyte stands  
4 Rhinos

Cost : 300

Break : 6 Morale : 2  
Victory Points : 3

### Tactical Marine

*Infantry (1)*  
Move : 10cm Save : 5+ CAF : +2

Weapon	Range	Shoot
Bolter	50cm	1d 5+ (0)

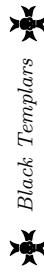
### Black Templar Neophyte

*Infantry (1)*  
Move : 10cm Save : 6+ CAF : +1

Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

**Rhino**  
Move : 25cm Save : 4+ CAF : +0  
*Vehicle (3)*  
*PD(1), Transport 2*

## Crusade Terminator Detachment



4 Terminators  
2 Land Raider Crusaders

Cost : 350

Break : 3 Morale : 1  
Victory Points : 4

### Terminator

*Infantry (1)*  
Move : 10cm Save : 4+/6+f CAF : +6

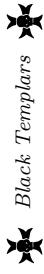
Weapon	Range	Shoot
Storm Bolter	35cm	2d 4+ (-1)

**Land Raider Crusader**  
Move : 25cm Save : 3+ CAF : +3  
*Vehicle (3)*

Weapon	Range	Shoot
Assault Cannon	50cm	1d 5+ (-1)
Multi-Melta	25cm	1d 3+ (-2)

*PD(4), Transport 2*

## Black Templar Bike Squad



4 Attack Bikes  
2 Imperial Bikes

Cost : 150

Break : 3 Morale : 2  
Victory Points : 2

### Attack Bike

*Cavalry (2)*  
Move : 30cm Save : 6+ CAF : +3

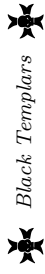
Weapon	Range	Shoot
Heavy Bolters	25cm	2d 5+ (0)

### Imperial Bike

*Cavalry (2)*  
Move : 25cm Save : - CAF : +1

Weapon	Range	Shoot
Bolter	15cm	1d 6+ (0)

## Black Templar Scout Detachment



6 Black Templar Scout stands

Cost : 250

Break : 3 Morale : 2  
Victory Points : 2

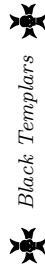
### Scout Black Templar

*Infantry (1)*  
Move : 10cm Save : 5+ CAF : +2

Weapon	Range	Shoot
Bolter	50cm	1d 5+ (0)

*Infiltration*

## Land Raider Crusader Squadron



3 Land Raider Crusaders

Cost : 300

Break : 2 Morale : 2  
Victory Points : 3

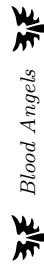
### Land Raider Crusader

*Vehicle (3)*  
Move : 25cm Save : 3+ CAF : +3

Weapon	Range	Shoot
Assault Cannon	50cm	1d 5+ (-1)
Multi-Melta	25cm	1d 3+ (-2)

*PD(4), Transport 2*

## Veteran Assault Detachment



6 Veteran Assault Marine stands  
3 Rhinos

Cost : 300

Break : 5 Morale : 1  
Victory Points : 3

### Assault Marine Veteran

*Infantry (1)*  
Move : 15cm Save : 5+ CAF : +5

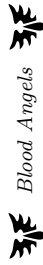
Weapon	Range	Shoot
Bolt Pistol/Sword	25cm	1d 5+ (0)

*Elite, Jump Packs*

### Rhino

Move : 25cm Save : 4+ CAF : +0  
*Vehicle (3)*  
*PD(1), Transport 2*

## Death Company



Death Company Chaplain stand  
One stand from all infantry detachments  
Rhinos to transport everyone

*Each Company must contain at least 6 Marine stands.*

Cost : 100

### Death Company Chaplain

*Infantry (1)*

Move : 10cm	Save : 5+/6+f	CAF : +4
Weapon	Range	Shoot
Pistols & Others	25cm	2d 5+ (0)

*Command, Elite, HQ, Fearless, Always on Advance or Charge Orders, Combat Leader when without Death Company Marines*

### Death Company Marine

*Infantry (1)*

Move : 10cm	Save : 5+	CAF : +6
Weapon	Range	Shoot
CC Weapons	25cm	1d 5+ (0)

*Fearless, always on Charge Orders and must charge nearest enemy units it can see when without Chaplain*

### Rhino

*Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

*PD(1), Transport 2*

Break : Chaplain  
Morale : -  
Victory Points : 1

### Assault HQ

*Infantry (1)*

Move : 15cm	Save : 5+	CAF : +4
Weapon	Range	Shoot
Bolt Pistol	25cm	2d 5+ (0)

*Command, Elite, HQ, Inspirational, Jump-Packs*

### Assault Marine Veteran

*Infantry (1)*

Move : 15cm	Save : 5+	CAF : +5
Weapon	Range	Shoot
Bolt Pistol/Sword	25cm	1d 5+ (0)

*Elite, Jump Packs*

### Rhino

*Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

*PD(1), Transport 2*

Break : 15  
Morale : 1  
Victory Points : 9

## Veteran Assault Company



Assault Marine HQ stand  
Command Rhino

Veteran Assault Detachment

6 Veteran Assault Marine stands  
3 Rhinos

Veteran Assault Detachment

6 Veteran Assault Marine stands  
3 Rhinos

Veteran Assault Detachment

6 Veteran Assault Marine stands  
3 Rhinos

Cost : 900

## Sanguinary Priest



Sanguinary Priest stand  
Command Rhino

### Sanguinary Priest

*Infantry (1)*

Move : 10cm	Save : 5+	CAF : +2
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

*HQ, Medic, Once per turn an infantry stand within 10cm of the Priest may re-roll its Close Combat dice.*

### Rhino

*Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

*PD(1), Transport 2*

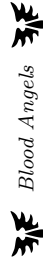
Break : Stand  
Morale : -  
Victory Points : 1

### Predator Baal

*Vehicle (3)*

Move : 25cm	Save : 3+	CAF : +2
Weapon	Range	Shoot
Assault Cannon *	50cm	3d 5+ (0)

\* Turret



## Predator Baal Squadron

3 Predator Baals

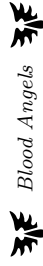
Cost : 200

### Furioso Dreadnought

*Walker (2)*

Move : 10cm	Save : 4+	CAF : +5
Weapon	Range	Shoot
Meltagun	25cm	1d 4+ (-1)
Heavy Flamer *	35cm	1d 4+ (0)

\* Ignores Cover



## Furioso Dreadnought Squad

4 Furioso Dreadnoughts

Cost : 100

Break : 2  
Morale : 2  
Victory Points : 1

**Chapter Master** *Infantry (1)*

Move	: 10cm	Save	: 4+/6+f	CAF	: +5
Various	50cm			2d	5+ (-1)

*Command, Elite, HQ, Inspirational*

1) **Forced March:** All Imperial detachments within 10cm of the commander receive +5cm to their movement rate (+10cm on Charge Orders).

2) **Tactical Genius:** One Imperial detachment within 10cm may shift their orders one step along the following line: Charge-Advance-FirstFire.

**Rhino** *Vehicle (3)*

Move	: 25cm	Save	: 4+	CAF	: +0
------	--------	------	------	-----	------

*PD(1), Transport 2*

**Terminator HQ** *Infantry (1)*

Move	: 10cm	Save	: 4+/6+f	CAF	: +7
Storm Bolter	35cm			2d	4+ (-1)

*Command, Elite, HQ, Inspirational*

**Land Raider** *Vehicle (3)*

Move	: 20cm	Save	: 2+	CAF	: +3
Lascannon	75cm			2d	5+ (-2)

*PD(1), Transport 2*

**Terminator** *Infantry (1)*


Move	: 10cm	Save	: 4+/6+f	CAF	: +6
Storm Bolter	35cm			2d	4+ (-1)


*Elite*

**Break : 14** **Morale : 1**

**Victory Points : 14**

**Ashigaru Company**

 *Crimson Suns*

 Marine HQ stand  
Command Rhino

Ashigaru Detachment

6 Crimson Suns Scout Marine stands  
3 Rhinos

Ashigaru Detachment

6 Crimson Suns Scout Marine stands  
3 Rhinos

Ashigaru Detachment

6 Crimson Suns Scout Marine stands  
3 Rhinos

**Cost : 900**

**Marine HQ** *Infantry (1)*

Move	: 10cm	Save	: 5+	CAF	: +3
Weapon	Range			Shoot	
Bolt Pistol	25cm			2d	5+ (0)

*Command, Elite, HQ, Inspirational*

**Rhino** *Vehicle (3)*

Move	: 25cm	Save	: 4+	CAF	: +0
------	--------	------	------	-----	------

*PD(1), Transport 2*

**Scout Crimson Suns** *Infantry (1)*

Move	: 10cm	Save	: 6+	CAF	: +1
Weapon	Range			Shoot	
Heavy Weapons	75cm			2d	5+ (-1)

**Break : 10** **Morale : 3**

**Victory Points : 9**

**Terminator Close-Assault HQ** *Infantry (1)*

Move	: 10cm	Save	: 4+/6+f	CAF	: +9
Weapon	Range			Shoot	
CC Weapons	-			-	-

*Command, Elite, HQ, Inspirational*

**Terminator Close-Assault** *Infantry (1)*

Move	: 10cm	Save	: 4+/6+f	CAF	: +8
Weapon	Range			Shoot	
CC Weapons	-			-	-

*Elite*

**Land Raider** *Vehicle (3)*


Move	: 20cm	Save	: 2+	CAF	: +3
Weapon	Range			Shoot	
Lascannon	75cm			2d	5+ (-2)


*PD(1), Transport 2*

**Break : 14** **Morale : 1**

**Victory Points : 9**


**Ashigaru Detachment**

 *Crimson Suns*

 6 Crimson Suns Scout Marine stands  
3 Rhinos

**Cost : 350**

**Veteran Land Speeder Squadron**

 *Dark Angels*

4 Veteran Land Speeders

**Cost : 200**

**Scout Crimson Suns** *Infantry (1)*

Move	: 10cm	Save	: 6+	CAF	: +1
Weapon	Range			Shoot	
Heavy Weapons	75cm			2d	5+ (-1)

**Rhino** *Vehicle (3)*

Move	: 25cm	Save	: 4+	CAF	: +0
------	--------	------	------	-----	------

*PD(1), Transport 2*

**Break : 5** **Morale : -**

**Victory Points : 4**

**Veteran Land Speeder** *Cavalry (2)*

Move	: 30cm	Save	: 6+f	CAF	: +3
Weapon	Range			Shoot	
Multi-Melta	25cm			1d	3+ (-2)

*Elite, Shimmer*

**Break : 2** **Morale : 1**

**Victory Points : 2**

**First Company**

 *Crimson Fists*

Chapter Master  
Command Rhino

Terminator HQ stand  
Command Land Raider


4 Terminators  
2 Land Raider Crusaders

4 Terminators  
2 Land Raider Crusaders

4 Terminators  
2 Land Raider Crusaders

**Cost : 1400**

**Hatamoto Company**

 *Crimson Suns*

Close-Assault Terminator HQ  
Command Land Raider

Close-Assault Terminator Detachment

4 Close-Assault Terminators  
2 Land Raiders

Close-Assault Terminator Detachment

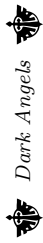
4 Close-Assault Terminators  
2 Land Raiders

Close-Assault Terminator Detachment

4 Close-Assault Terminators  
2 Land Raiders

**Cost : 850**

## Deathwing Company



Dark Angels

Terminator HQ stand  
Command Land Raider

Deathwing Detachment

4 Deathwing Terminators  
2 Land Raiders

Deathwing Detachment

4 Deathwing Terminators  
2 Land Raiders

Deathwing Detachment

4 Deathwing Terminators  
2 Land Raiders

Cost : 1000

### Terminator HQ

Infantry (1)

Move : 10cm	Save : 4+/6+f	CAF : +7
Weapon	Range	Shoot
Storm Bolter	35cm	2d 4+ (-1)

Command, Elite, HQ, Inspirational

### Land Raider

Vehicle (3)

Move : 20cm	Save : 2+ CAF : +3	
Weapon	Range	Shoot
Lascannon	75cm	2d 5+ (-2)

PD(1), Transport 2

### Terminator Deathwing

Infantry (1)

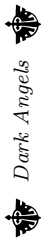
Move : 10cm	Save : 4+/6+f	CAF : +6
Weapon	Range	Shoot
Storm Bolter	35cm	2d 4+ (-1)

Elite, Fearless

Break : 10 Morale : -

Victory Points : 10

## Ravenwing Company



Dark Angels

Master of Ravenwing

Attack Bike Detachment

5 Attack Bike stands

Land Speeder Detachment

5 Land Speeders

Land Speeder Detachment

5 Land Speeders

Cost : 500

### Master of Ravenwing

Cavalry (2)

Move : 30cm	Save : 4+/6+f	CAF : +3
Weapon	Range	Shoot
Twin Heavy Bolters	25cm	2d 4+ (0)

Command, Elite, HQ, Inspirational, One Ravenwing detachment within 15cm may shift their orders Charge - Advance - First Fire.

### Attack Bike

Cavalry (2)

Move : 30cm	Save : 6+ CAF : +3	
Weapon	Range	Shoot
Heavy Bolters	25cm	2d 5+ (0)

### Land Speeder

Cavalry (2)

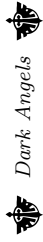
Move : 30cm	Save : 6+ CAF : +3	
Weapon	Range	Shoot
Multi-Melta	25cm	1d 3+ (-2)

Skimmer

Break : 8 Morale : 2

Victory Points : 5

## Deathwing Detachment

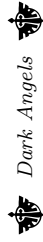


Dark Angels

4 Deathwing Terminators  
2 Land Raiders

Cost : 350

## Close-Assault Deathwing Detachment



Dark Angels

4 Close-Assault Deathwing Terminators  
2 Land Raiders

Cost : 300

## 11<sup>th</sup> Company

Desert Lions

Marine HQ stand  
Command Rhino

Robot Detachment

4 Robots

Robot Detachment

4 Robots

Robot Detachment

4 Robots

Cost : 300

### Terminator Deathwing

Infantry (1)

Move : 10cm	Save : 4+/6+f	CAF : +6
Weapon	Range	Shoot
Storm Bolter	35cm	2d 4+ (-1)

Elite, Fearless

### Land Raider

Vehicle (3)

Move : 20cm	Save : 2+ CAF : +3	
Weapon	Range	Shoot
Lascannon	75cm	2d 5+ (-2)

PD(1), Transport 2

Break : 3 Morale : -

Victory Points : 4

### Terminator C-A Deathwing

Infantry (1)

Move : 10cm	Save : 4+/6+f	CAF : +8
Weapon	Range	Shoot
CC Weapons	-	-

Elite, Fearless

### Land Raider

Vehicle (3)

Move : 20cm	Save : 2+ CAF : +3	
Weapon	Range	Shoot
Lascannon	75cm	2d 5+ (-2)

PD(1), Transport 2

Break : 3 Morale : -

Victory Points : 3

### Marine HQ

Infantry (1)

Move : 10cm	Save : 5+ CAF : +3	
Weapon	Range	Shoot
Bolt Pistol	25cm	2d 5+ (0)

Command, Elite, HQ, Inspirational

### Rhino

Vehicle (3)

Move : 25cm	Save : 4+ CAF : +0
-------------	--------------------

PD(1), Transport 2

### Robot

Walker (2)

Move : 10cm	Save : 4+ CAF : +2	
Weapon	Range	Shoot
Lascannon	75cm	1d 5+ (-1)

Inorganic, Robotic

Break : 12 Morale : -

Victory Points : 3

8<sup>th</sup> Company  
"Jaws of Doom"

Flesh Eaters

Assault Marine HQ stand  
Command Rhino

Flesh Eater Assault Detachment

6 Flesh Eater Assault stands  
3 Rhinos

Flesh Eater Assault Detachment

6 Flesh Eater Assault stands  
3 Rhinos

Flesh Eater Assault Detachment

6 Flesh Eater Assault stands  
3 Rhinos

Cost : 750

Cost : 250

Cost : 350

Assault HQ

Infantry (1)

Move : 15cm	Save : 5+	CAF : +4
Weapon	Range	Shoot
Bolt Pistol	25cm	2d 5+ (0)

Command, Elite, HQ, Inspirational, Jump-Packs

Rhino

Vehicle (3)

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

PD(1), Transport 2

Assault Marine Flesh Eater

Infantry (1)

Move : 15cm	Save : 5+	CAF : +5
Weapon	Range	Shoot
Power Gloves	-	-

Jump Packs

Break : 15

Morale : 2

Victory Points : 8

Assault Marine Flesh Eater

Infantry (1)

Move : 15cm	Save : 5+	CAF : +5
Weapon	Range	Shoot
Power Gloves	-	-

Jump Packs

Rhino

Vehicle (3)

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

PD(1), Transport 2

Break : 5

Morale : 2

Victory Points : 3

Tutor Marine

Infantry (1)

Move : 10cm	Save : 5+	CAF : +4
Weapon	Range	Shoot
Mentor Bolter	50cm	1d 4+ (-1)

Command, Elite, 1 to be hit if on First-Fire Orders and in under cover

Rhino

Vehicle (3)

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

PD(1), Transport 2

Break : 5

Morale : 2

Victory Points : 4

Mentor Elite Cadre Detachment



4 Mentor Elite Cadre stands

Mentor Elite Cadre

Infantry (1)

Move : 10cm	Save : 5+	CAF : +5
Weapon	Range	Shoot
Mentor Bolter	50cm	2d 4+ (-1)

Command, Elite, HQ, Independent, Hard to Hit, triple movement on Charge

Break : 3

Morale : 1

Victory Points : 4

Marine HQ

Infantry (1)

Move : 10cm	Save : 5+	CAF : +3
Weapon	Range	Shoot
Bolt Pistol	25cm	2d 5+ (0)

Command, Elite, HQ, Inspirational

Rhino

Vehicle (3)

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

PD(1), Transport 2

Devastator Marine

Infantry (1)

Move : 10cm	Save : 5+	CAF : +1
Weapon	Range	Shoot
Heavy Weapons	75cm	2d 5+ (-1)

Tactical Marine

Infantry (1)

Move : 10cm	Save : 5+	CAF : +2
Weapon	Range	Shoot
Bolter	50cm	1d 5+ (0)

Break : 19

Morale : 2

Victory Points : 16

Clan Company



Marine HQ stand  
Command Rhino

Clan Devastator Detachment

8 Devastator Marine stands

4 Rhinos

Clan Tactical Detachment

8 Tactical Marine stands

4 Rhinos

Clan Tactical Detachment

8 Tactical Marine stands

4 Rhinos

Cost : 1100

## Clan Assault Company



Assault Marine HQ stand  
Command Rhino

### Flamer Detachment

6 Flamer Marine stands  
3 Rhinos

### Clan Assault Detachment

8 Assault Marine stands  
4 Rhinos

### Clan Assault Detachment

8 Assault Marine stands  
4 Rhinos

Cost : 900

## Clan Siege Company



Marine HQ stand  
Command Rhino

### Veteran Devastator Detachment

6 Veteran Devastator Marine stands  
3 Rhinos

### Clan Devastator Detachment

8 Devastator Marine stands  
4 Rhinos

### Bombard Battery

3 Bombards

Cost : 900

### Assault HQ

Infantry (1)		
Move	Save	CAF
15cm	5+	+4
Weapon	Range	Shoot
Bolt Pistol	25cm	2d 5+ (0)

Command, Elite, HQ, Inspirational, JumpPacks

### Rhino

Vehicle (3)		
Move	Save	CAF
25cm	4+	+0

PD(1), Transport 2

### Flamer Marine

Infantry (1)		
Move	Save	CAF
10cm	5+	+2
Weapon	Range	Shoot
Flamer	25cm	1d 4+ (0)

Ignores Cover

### Assault Marine

Infantry (1)		
Move	Save	CAF
15cm	5+	+3
Weapon	Range	Shoot
Bolt Pistol/Sword	25cm	1d 5+ (0)

JumpPacks

Break : 18 Morale : 2

Victory Points : 13

### Marine HQ

Infantry (1)		
Move	Save	CAF
10cm	5+	+3
Weapon	Range	Shoot
Bolt Pistol	25cm	2d 5+ (0)

Command, Elite, HQ, Inspirational

### Rhino

Vehicle (3)		
Move	Save	CAF
25cm	4+	+0

PD(1), Transport 2

### Devastator Marine Veteran

Infantry (1)		
Move	Save	CAF
10cm	5+	+3
Weapon	Range	Shoot
Heavy Weapons	75cm	2d 5+ (-1)

Elite

### Devastator Marine

Infantry (1)		
Move	Save	CAF
10cm	5+	+1
Weapon	Range	Shoot
Heavy Weapons	75cm	2d 5+ (-1)

### Bombard

Heavy Art. (3)		
Move	Save	CAF
10cm	5+	+0
Weapon	Range	Shoot
Siege Mortar	50-150cm	3BP@ (-3)

Destroys Buildings

Break : 13 Morale : 2

Victory Points : 13

## Iron Father



Iron Father stand  
Command Rhino

Cost : 150

## Bombard Battery



3 Bombards

Cost : 200

## Clan Assault Detachment



8 Assault Marine stands  
4 Rhinos

Cost : 325

### Iron Father

Infantry (1)

Move : 10cm Save : 4+/6+f CAF : +4		
Weapon	Range	Shoot
Bolt Pistol	25cm	2d 5+ (0)

Combat Leader, Elite, HQ, Mechanic

### Rhino

Move : 25cm Save : 4+ CAF : +0		
PD(1), Transport 2		

Vehicle (3)

Break : Model Morale : -

Victory Points : 2

### Bombard

Move : 10cm Save : 5+ CAF : +0		
Weapon	Range	Shoot
Siege Mortar	50-150cm	3BP@ (-3)

Destroys Buildings

Heavy Art. (3)

Break : 2 Morale : 2

Victory Points : 2

### Assault Marine

Move : 15cm Save : 5+ CAF : +3		
Weapon	Range	Shoot
Bolt Pistol/Sword	25cm	1d 5+ (0)

JumpPacks

Infantry (1)

### Rhino

Move : 25cm Save : 4+ CAF : +0		
PD(1), Transport 2		

Vehicle (3)

Break : 6 Morale : 2

Victory Points : 4



### Clan Devastator Detachment



8 Devastator Marine stands  
4 Rhinos

Cost : 425

**Devastator Marine** *Infantry (1)*

Move : 10cm	Save : 5+	CAF : +1
Weapon	Range	Shoot
Heavy Weapons	75cm	2d 5+ (-1)

**Rhino** *Vehicle (3)*  
Move : 25cm Save : 4+ CAF : +0  
*PD(1), Transport 2*

Break : 6 Morale : 2  
Victory Points : 5

### Clan Tactical Detachment



8 Tactical Marine stands  
4 Rhinos

Cost : 450

**Tactical Marine** *Infantry (1)*

Move : 10cm	Save : 5+ CAF : +2	
Weapon	Range	Shoot
Bolter	50cm	1d 5+ (0)

**Rhino** *Vehicle (3)*  
Move : 25cm Save : 4+ CAF : +0  
*PD(1), Transport 2*

Break : 6 Morale : 2  
Victory Points : 5

### Heavy Weapon Terminator Detachment



4 Heavy Weapon Terminators  
2 Land Raiders

Cost : 350

**Terminator Heavy Weapon** *Infantry (1)*

Move : 10cm	Save : 4+/6+ CAF : +5	
Weapon	Range	Shoot
Heavy Weapons	50cm	2d 4+ (-1)

*Elite*

**Land Raider** *Vehicle (3)*  
Move : 20cm Save : 2+ CAF : +3  
Weapon Range Shoot  
Lascannon 75cm 2d 5+ (-2)  
*PD(1), Transport 2*

Break : 3 Morale : 1  
Victory Points : 4

### Veteran Devastator Detachment



6 Veteran Devastator Marine stands  
3 Rhinos

Cost : 400

**Devastator Marine Veteran** *Infantry (1)*

Move : 10cm	Save : 5+ CAF : +3	
Weapon	Range	Shoot
Heavy Weapons	75cm	2d 5+ (-1)

*Elite*

**Rhino** *Vehicle (3)*  
Move : 25cm Save : 4+ CAF : +0  
*PD(1), Transport 2*

Break : 5 Morale : 1  
Victory Points : 4

### Venerable Dreadnought



Venerable Dreadnought

Cost : 50

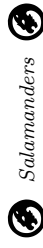
**Venerable Dreadnought** *Walker (2)*

Move : 15cm	Save : 4+ CAF : +2	
Weapon	Range	Shoot
Assault Cannon	50cm	2d 4+ (0)
Heavy Flamer *	35cm	1d 4+ (0)

\* *Ignores Cover, Elite, HQ, Inspirational*

Break : Model Morale : -  
Victory Points : 1

### 8<sup>th</sup> Company "Firedrakes"



Assault Marine HQ stand  
Command Rhino

Assault Flamer Detachment

6 Flaming Assault Marine stands  
3 Rhinos

Assault Flamer Detachment

6 Flaming Assault Marine stands  
3 Rhinos

Assault Flamer Detachment

6 Flaming Assault Marine stands  
3 Rhinos

Cost : 750

**Assault HQ** *Infantry (1)*

Move : 15cm	Save : 5+ CAF : +4	
Weapon	Range	Shoot
Bolt Pistol	25cm	2d 5+ (0)

*Command, Elite, HQ, Inspirational, Jump-Packs*

**Rhino** *Vehicle (3)*  
Move : 25cm Save : 4+ CAF : +0  
*PD(1), Transport 2*

**Assault Marine Flamer** *Infantry (1)*

Move : 15cm	Save : 5+ CAF : +3	
Weapon	Range	Shoot
Flamer	25cm	1d 4+ (0)

*Ignores Cover, Jump Packs*

Break : 15 Morale : 2  
Victory Points : 8

### Predator Vulkan Squadron



3 Predator Volkans

Cost : 200

**Predator Vulkan** *Vehicle (3)*

Move : 25cm	Save : 3+ CAF : +0	
Weapon	Range	Shoot
Autocannon *	75cm	1d 5+ (-1)
Heavy Flamer	LT	-5+ (0)

\* *Turret*

Break : 2 Morale : 2  
Victory Points : 2

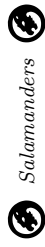
### Assault Flamer Detachment



6 Flaming Assault Marine stands  
3 Rhinos

Cost : 250

### Flaming Devastator Detachment



6 Flaming Devastator Marine stands  
3 Rhinos

Cost : 350

### 2<sup>nd</sup> Company

*Silver Skulls*

Assault Marine HQ stand

6 Assault Marine stands

6 Assault Marine stands

6 Assault Marine stands

Thunderhawk

Thunderhawk

Thunderhawk

Thunderhawk

Cost : 1000

### Assault Marine Flamer

*Infantry (1)*

Move : 15cm	Save : 5+	CAF : +3
Weapon	Range	Shoot
Flamer	25cm	1d 4+ (0)

*Ignores Cover, Jump Packs*

### Rhino

*Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

*PD(1), Transport 2*

Break : 5 Morale : 2

Victory Points : 3

### Flaming Devastator Marine

*Infantry (1)*

Move : 10cm	Save : 5+	CAF : +2
Weapon	Range	Shoot
Melta-Cannon	50cm	2d 5+ (-2)

*Ignores Cover*

### Rhino

*Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

*PD(1), Transport 2*

Break : 5 Morale : 2

Victory Points : 4

### Assault HQ

*Infantry (1)*

Move : 15cm	Save : 5+	CAF : +4
Weapon	Range	Shoot
Bolt Pistol	25cm	2d 5+ (0)

*Command, Elite, HQ, Inspirational, Jump-Packs*

### Assault Marine

*Infantry (1)*

Move : 15cm	Save : 5+	CAF : +3
Weapon	Range	Shoot
Bolt Pistol/Sword	25cm	1d 5+ (0)

*JumpPacks*

### Thunderhawk Gunship

*Flyer (3)*

Move : 100cm	Save : 4+	CAF : +1
Weapon	Range	Shoot
Rockets	50cm	6BP 4+ (-2)
Battlecannon	50cm	1d 4+ (-2)

*Flyer, PD(3), Transport 6*

Break : 12 Morale : 2

Victory Points : 10

### Attack Bike

*Cavalry (2)*

Move : 30cm	Save : 6+	CAF : +3
Weapon	Range	Shoot
Heavy Bolters	25cm	2d 5+ (0)

### 4<sup>th</sup> Company

*Raptor Legion*

Command Attack Bike

Attack Bike Squad

5 Attack Bike stands

Attack Bike Squad

5 Attack Bike stands

Attack Bike Squad

5 Attack Bike stands

Cost : 500

Break : 8 Morale : 2

Victory Points : 5

### Company Transport

*Raptor Legion*

Deep Strike

*Allows the Deep Strike ability to one company.*

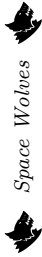
Cost : 0

Break : - Morale : -

Victory Points : 0



## Great Company



### Wolf Guard Detachment

4 Wolf Guard stands  
2 Rhinos

### Grey Hunter Pack

10 Grey Hunter stands  
5 Rhinos

### Grey Hunter Pack

10 Grey Hunter stands  
5 Rhinos

Cost : 800

## Great Company with Terminators



### Wolf Guard Terminator Detachment

4 Wolf Guard Terminators  
2 Land Raiders

### Grey Hunter Pack

10 Grey Hunter stands  
5 Rhinos

### Grey Hunter Pack

10 Grey Hunter stands  
5 Rhinos

Cost : 950

### Wolf Guard

*Infantry (1)*

Move : 10cm	Save : 5+	CAF : +4
Weapon	Range	Shoot
Bolt Pistol	25cm	2d 5+ (0)

*Elite, HQ, Inspirational*

### Rhino

*Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

*PD(1), Transport 2*

### Grey Hunter

*Infantry (1)*

Move : 10cm	Save : 5+	CAF : +3
Weapon	Range	Shoot
Bolter	50cm	1d 5+ (0)

Break : 18 Morale : 2

Victory Points : 8

### Terminator Wolf Guard

*Infantry (1)*

Move : 10cm	Save : 4+/6+f	CAF : +6
Weapon	Range	Shoot
Storm Bolter	35cm	2d 4+ (-1)

*Elite, HQ, Inspirational*

### Land Raider

*Vehicle (3)*

Move : 20cm	Save : 2+	CAF : +3
Weapon	Range	Shoot
Lascannon	75cm	2d 5+ (-2)

*PD(1), Transport 2*

### Grey Hunter

*Infantry (1)*

Move : 10cm	Save : 5+	CAF : +3
Weapon	Range	Shoot
Bolter	50cm	1d 5+ (0)

### Rhino

*Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

*PD(1), Transport 2*

Break : 18 Morale : 2

Victory Points : 10

## Rune Priest



*Space Wolves*

Rune Priest stand  
Command Rhino

### Rune Priest

*Infantry (1)*

Move : 10cm	Save : 5+	CAF : +4
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

*HQ, Psyker*

**1) Courage of Russ:** One detachment within 15cm becomes Fearless until the End Phase.

**2) Wolf Howl:** The Rune Priest gains the Terror special ability until the End Phase.

**3) Fangs of Fenris:** Select a model within 25cm and LoS, and fight a round of Close Combat against it at +5 CAF unless the target makes a Psychic Save.

### Rhino

*Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

*PD(1), Transport 2*

Cost : 100

Break : Stand Morale : -

Victory Points : 1

### Wolf Guard

*Infantry (1)*

Move : 10cm	Save : 5+	CAF : +4
Weapon	Range	Shoot
Bolt Pistol	25cm	2d 5+ (0)

*Elite, HQ, Inspirational*

## Wolf Guard Detachment



*Space Wolves*

4 Wolf Guard stands  
2 Rhinos

### Rhino

*Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

*PD(1), Transport 2*

Cost : 150

Break : 3 Morale : 2

Victory Points : 2

## Wolf Guard Terminator Detachment

Space Wolves

4 Wolf Guard Terminators  
2 Land Raiders

Cost : 375

Break : 3    Morale : 1  
Victory Points : 4

**Terminator Wolf Guard** *Infantry (1)*

Move : 10cm	Save : 4+/6+f	CAF : +6
Weapon	Range	Shoot
Storm Bolter	35cm	2d 4+ (-1)

*Elite, HQ, Inspirational*

**Land Raider** *Vehicle (3)*

Move : 20cm	Save : 2+	CAF : +3
Weapon	Range	Shoot
Lascannon	75cm	2d 5+ (-2)

*PD(1), Transport 2*

## Wolf Priest

Space Wolves

Wolf Priest stand  
Command Rhino

Cost : 100

Break : Stand    Morale : -  
Victory Points : 1

**Wolf Priest** *Infantry (1)*

Move : 10cm	Save : 6+	CAF : +4
Weapon	Range	Shoot
Bolt Pistol	25cm	2d 5+ (0)

*Combat Leader, Command, Elite, HQ, Medic*

**Rhino** *Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

*PD(1), Transport 2*

## Razorback Transport Detachment

Space Wolves

10 Razorbacks

10 Razorbacks

Cost : 1000

Break : 10    Morale : -  
Victory Points : 10

**Razorback** *Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
Weapon	Range	Shoot
Plasma Gun	50cm	1d 5+ (-1)
Lascannon	75cm	1d 5+ (-1)

*Transport 1, Turret but may not divide fire*

**Assault Drop Pod** *Special*

Move : -	Save : 4+	CAF : +0
----------	-----------	----------

*Transport 2*

**Deathwind Drop Pod** *Special*

Move : -	Save : 4+	CAF : +0
Weapon	Range	Shoot
Deathwind	0cm	6BP 4+ (0)

*10cm radius, One Shot*

**Support Drop Pod** *Special*

Move : -	Save : 4+	CAF : +0
Weapon	Range	Shoot
Plasma Cannon	75cm	1d 5+ (-2)

*Always on First Fire*

Break : +3    Morale : -  
Victory Points : +3


## Space Wolf Drop Pods

Space Wolves

12 Assault Drop Pods  
3 Deathwind Drop Pods  
3 Support Drop Pods

Cost : 300

Break : +3    Morale : -  
Victory Points : +3

**Long Fang Pack** 

4 Long Fang stands  
2 Rhinos

**Cost : 250**

**Long Fang** *Infantry (1)*

Move : 10cm	Save : 5+	CAF : +3
Weapon	Range	Shoot
Heavy Weapons	50cm	2d 5+ (-1)

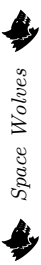
**Rhino** *Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

*PD(1), Transport 2*

**Break : 3** *Morale : 2*

**Victory Points : 3**

**Grey Hunter Pack** 

10 Grey Hunter stands  
5 Rhinos

**Cost : 350**

**Grey Hunter** *Infantry (1)*

Move : 10cm	Save : 5+	CAF : +3
Weapon	Range	Shoot
Bolter	50cm	1d 5+ (0)

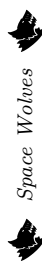
**Rhino** *Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
-------------	-----------	----------

*PD(1), Transport 2*

**Break : 8** *Morale : 2*

**Victory Points : 4**

**Wolf Scout Pack** 

6 Wolf Scout stands

**Cost : 150**

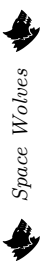
**Scout Space Wolf** *Infantry (1)*

Move : 10cm	Save : 6+	CAF : +2
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

*Infiltration*

**Break : 3** *Morale : 3*

**Victory Points : 2**

**Blood Claw Pack** 

5 Blood Claw stands

**Cost : 150**

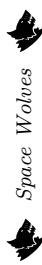
**Blood Claw** *Infantry (1)*

Move : 15cm	Save : 5+	CAF : +3
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

*Fear, Jump Packs*

**Break : 3** *Morale : 2*

**Victory Points : 2**

**Blood Claw Attack Bike Squad** 

5 Blood Claw Attack Bike stands

**Cost : 175**

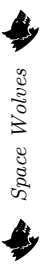
**Attack Bike** *Blood Claw Cavalry (2)*

Move : 30cm	Save : 6+	CAF : +3
Weapon	Range	Shoot
Heavy Bolters	25cm	2d 5+ (0)

*Fear*

**Break : 3** *Morale : 2*

**Victory Points : 2**

**Blood Claw Land Speeder Squadron** 

5 Blood Claw Land Speeders

**Cost : 250**

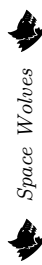
**Land Speeder** *Blood Claw Cavalry (2)*

Move : 30cm	Save : 6+	CAF : +3
Weapon	Range	Shoot
Multi-Melta	25cm	1d 3+ (-2)

*Skimmer, Fear*

**Break : 3** *Morale : 2*

**Victory Points : 3**

**Leman Russ Exterminator Squadron** 

3 Leman Russ Exterminators

**Cost : 300**

**Leman Russ Exterminator** *Vehicle (3)*

Move : 20cm	Save : 3+	CAF : +2
Weapon	Range	Shoot
Autocannon *	75cm	1d 4+ (-1)
Lascannon	75cm	1d 5+ (-1)

*\* Turret, PD(3)*

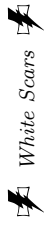
**Break : 2** *Morale : 2*

**Victory Points : 3**

**Attack Bike Veteran HQ** *Cavalry (2)*  
**Move** : 30cm **Save** : 6+ **CAF** : +5  

Weapon	Range	Shoot
Heavy Bolters	25cm	2d 5+ (0)

  
*Command, Elite, Hit & Run, HQ, Inspirational*



Veteran Attack Bike HQ

Veteran Attack Bike Squad

5 Veteran Attack Bikes

Veteran Attack Bike Squad

5 Veteran Attack Bikes

Veteran Attack Bike Squad

5 Veteran Attack Bikes

**Cost : 650**

**Break : 8** **Morale : 1**  
**Victory Points : 7**

**Terminator HQ** *Infantry (1)*  
**Move** : 10cm **Save** : 4+/6+f **CAF** : +7  

Weapon	Range	Shoot
Storm Bolter	35cm	2d 4+ (-1)

  
*Command, Elite, Hit & Run, HQ, Inspirational*



Terminator HQ  
 Command Land Raider Crusader

White Scars Terminator Detachment

4 Terminators

2 Land Raider Crusaders

White Scars Terminator Detachment

4 Terminators

2 Land Raider Crusaders

White Scars Terminator Detachment

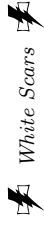
4 Terminators

2 Land Raider Crusaders

**Cost : 1000**

**Break : 10** **Morale : 1**  
**Victory Points : 10**

**White Scars Bike Company**



Command White Scars Attack Bike

White Scars Attack Bike Squad

5 White Scars Attack Bikes

White Scars Attack Bike Squad

5 White Scars Attack Bikes

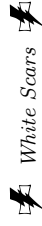
White Scars Attack Bike Squad

5 White Scars Attack Bikes

**Cost : 600**

**Break : 8** **Morale : 2**  
**Victory Points : 6**

**White Scars Battle Company**



Command White Scars Attack Bike

Veteran Attack Bike Squad

5 Veteran Attack Bikes

White Scars Attack Bike Squad

5 White Scars Attack Bikes

White Scars Terminator Detachment

4 Terminators  
 2 Land Raider Crusaders

**Cost : 750**

**Break : 8** **Morale : 1**  
**Victory Points : 8**

**Attack Bike White Scars** *Cavalry (2)*  
**Move** : 30cm **Save** : 6+ **CAF** : +3  

Weapon	Range	Shoot
Multi-Melta	25cm	1d 5+ (-2)

  
*Hit & Run*

Command White Scars Attack Bike

White Scars Attack Bike Squad

5 White Scars Attack Bikes

White Scars Attack Bike Squad

5 White Scars Attack Bikes

White Scars Attack Bike Squad

5 White Scars Attack Bikes

**Cost : 600**

**Break : 8** **Morale : 2**  
**Victory Points : 6**

**Attack Bike White Scars** *Cavalry (2)*  
**Move** : 30cm **Save** : 6+ **CAF** : +3  

Weapon	Range	Shoot
Multi-Melta	25cm	1d 5+ (-2)

  
*Hit & Run*

**Attack Bike Veteran** *Cavalry (2)*

Weapon	Range	Shoot
Heavy Bolters	25cm	2d 5+ (0)

*Elite, Hit & Run*

**Terminator** *Infantry (1)*

**Move** : 10cm **Save** : 4+/6+f **CAF** : +6

Weapon	Range	Shoot
Storm Bolter	35cm	2d 4+ (-1)

*Elite*

**Land Raider Crusader** *Vehicle (3)*

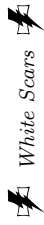
**Move** : 25cm **Save** : 3+ **CAF** : +3

Weapon	Range	Shoot
Assault Cannon	50cm	1d 5+ (-1)
Multi-Melta	25cm	1d 3+ (-2)

*PD(4), Transport 2*

**Break : 8** **Morale : 1**  
**Victory Points : 8**

9<sup>th</sup> Company  
”Fist of Khan”



Command Predator Jaghatai Khan

6 Tactical Marine stands  
6 Razorbacks

Predator Jaghatai Khan Squadron

3 Predator Jaghatai Khans

Predator Jaghatai Khan Squadron

3 Predator Jaghatai Khans

Cost : 650

**Predator Jaghatai Khan** *Vehicle (3)*

Move : 25cm	Save : 3+	CAF : +3
Weapon	Range	Shoot
Heavy Flamer *	LT	- 4+ (0)
Multi-Melta	25cm	2d 3+ (-2)

\* Turret, PD(1)

**Tactical Marine** *Infantry (1)*

Move : 10cm	Save : 5+	CAF : +2
Weapon	Range	Shoot
Bolter	50cm	1d 5+ (0)

**Razorback** *Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +0
Weapon	Range	Shoot
Plasma Gun	50cm	1d 5+ (-1)
Lascannon	75cm	1d 5+ (-1)

*Transport 1, Turret but may not divide fire*

Break : 10 Morale : 2  
Victory Points : 7

**Scout Bike** *Cavalry (2)*

Move : 30cm	Save : -	CAF : +2
Weapon	Range	Shoot
Bolter	15cm	1d 6+ (0)

*Infiltration*

10<sup>th</sup> Company



Command Scout Bike

Scout Bike Squad

5 Scout Bikes

Scout Bike Squad

5 Scout Bikes

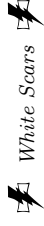
Scout Bike Squad

5 Scout Bikes

Cost : 450

Break : 8 Morale : 3  
Victory Points : 5

Land Raider Crusader  
Company



Command Land Raider Crusader

Land Raider Crusader Squadron

3 Land Raider Crusaders

Land Raider Crusader Squadron

3 Land Raider Crusaders

Land Raider Crusader Squadron

3 Land Raider Crusaders

Cost : 900

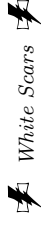
**Land Raider Crusader** *Vehicle (3)*

Move : 25cm	Save : 3+	CAF : +3
Weapon	Range	Shoot
Assault Cannon	50cm	1d 5+ (-1)
Multi-Melta	25cm	1d 3+ (-2)

*PD(4), Transport 2*

Break : 5 Morale : 2  
Victory Points : 9

Land Raider Crusader  
Squadron



3 Land Raider Crusaders

Cost : 300

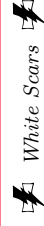
**Land Raider Crusader** *Vehicle (3)*

Move : 25cm	Save : 3+	CAF : +3
Weapon	Range	Shoot
Assault Cannon	50cm	1d 5+ (-1)
Multi-Melta	25cm	1d 3+ (-2)

*PD(4), Transport 2*

Break : 3 Morale : 2  
Victory Points : 3

Predator Jaghatai Khan  
Squadron



3 Predator Jaghatai Khans

Cost : 200

**Predator Jaghatai Khan** *Vehicle (3)*

Move : 25cm	Save : 3+	CAF : +3
Weapon	Range	Shoot
Heavy Flamer *	LT	- 4+ (0)
Multi-Melta	25cm	2d 3+ (-2)

\* Turret, PD(1)

Break : 3 Morale : 2  
Victory Points : 2

<p><b>Scout Bike Squad</b></p> <p> White Scars </p> <p>5 Scout Bikes</p> <p><b>Cost : 150</b></p>	<p><b>Scout Bike</b> <i>Cavalry (2)</i></p> <table border="1"> <tr> <td>Move : 30cm</td> <td>Save : -</td> <td>CAF : +2</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Bolter</td> <td>15cm</td> <td>1d 6+ (0)</td> </tr> </table> <p><i>Infiltration</i></p> <p><b>Break : 3</b> <i>Morale : 3</i></p> <p><b>Victory Points : 2</b></p>	Move : 30cm	Save : -	CAF : +2	Weapon	Range	Shoot	Bolter	15cm	1d 6+ (0)												
Move : 30cm	Save : -	CAF : +2																				
Weapon	Range	Shoot																				
Bolter	15cm	1d 6+ (0)																				
<p><b>Veteran Attack Bike Squad</b></p> <p> White Scars </p> <p>5 Veteran Attack Bikes</p> <p><b>Cost : 225</b></p>	<p><b>Attack Bike Veteran</b> <i>Cavalry (2)</i></p> <table border="1"> <tr> <td>Move : 30cm</td> <td>Save : 6+</td> <td>CAF : +4</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Heavy Bolters</td> <td>25cm</td> <td>2d 5+ (0)</td> </tr> </table> <p><i>Elite, Hit &amp; Run</i></p> <p><b>Break : 3</b> <i>Morale : 1</i></p> <p><b>Victory Points : 2</b></p>	Move : 30cm	Save : 6+	CAF : +4	Weapon	Range	Shoot	Heavy Bolters	25cm	2d 5+ (0)												
Move : 30cm	Save : 6+	CAF : +4																				
Weapon	Range	Shoot																				
Heavy Bolters	25cm	2d 5+ (0)																				
<p><b>White Scars Attack Bike Squad</b></p> <p> White Scars </p> <p>5 White Scars Attack Bikes</p> <p><b>Cost : 200</b></p>	<p><b>Attack Bike White Scars</b> <i>Cavalry (2)</i></p> <table border="1"> <tr> <td>Move : 30cm</td> <td>Save : 6+</td> <td>CAF : +3</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Multi-Melta</td> <td>25cm</td> <td>1d 5+ (-2)</td> </tr> </table> <p><i>Hit &amp; Run</i></p> <p><b>Break : 3</b> <i>Morale : 2</i></p> <p><b>Victory Points : 2</b></p>	Move : 30cm	Save : 6+	CAF : +3	Weapon	Range	Shoot	Multi-Melta	25cm	1d 5+ (-2)												
Move : 30cm	Save : 6+	CAF : +3																				
Weapon	Range	Shoot																				
Multi-Melta	25cm	1d 5+ (-2)																				
<p><b>White Scars Terminator Detachment</b></p> <p> White Scars </p> <p>4 Terminators 2 Land Raider Crusaders</p> <p><b>Cost : 350</b></p>	<p><b>Terminator</b> <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move : 10cm</td> <td>Save : 4+/6+f</td> <td>CAF : +6</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Storm Bolter</td> <td>35cm</td> <td>2d 4+ (-1)</td> </tr> </table> <p><i>Elite</i></p> <p><b>Land Raider Crusader</b> <i>Vehicle (3)</i></p> <table border="1"> <tr> <td>Move : 25cm</td> <td>Save : 3+</td> <td>CAF : +3</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Assault Cannon</td> <td>50cm</td> <td>1d 5+ (-1)</td> </tr> <tr> <td>Multi-Melta</td> <td>25cm</td> <td>1d 3+ (-2)</td> </tr> </table> <p><i>PD(4), Transport 2</i></p> <p><b>Break : 3</b> <i>Morale : 1</i></p> <p><b>Victory Points : 3</b></p>	Move : 10cm	Save : 4+/6+f	CAF : +6	Weapon	Range	Shoot	Storm Bolter	35cm	2d 4+ (-1)	Move : 25cm	Save : 3+	CAF : +3	Weapon	Range	Shoot	Assault Cannon	50cm	1d 5+ (-1)	Multi-Melta	25cm	1d 3+ (-2)
Move : 10cm	Save : 4+/6+f	CAF : +6																				
Weapon	Range	Shoot																				
Storm Bolter	35cm	2d 4+ (-1)																				
Move : 25cm	Save : 3+	CAF : +3																				
Weapon	Range	Shoot																				
Assault Cannon	50cm	1d 5+ (-1)																				
Multi-Melta	25cm	1d 3+ (-2)																				