

Adeptus Astartes



ARMY CARDS

- @ Combine barrage points from all battery

BP	to-hit
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- #Refer to table to compute to-hit:

- Army indication is between parenthesis for optional units.

- PD is point defence (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 10 cm long triangle.

*LT: Large Teardrop, 6cm diameter circle ending a 25 cm long triangle.

Standard Adeptus Astartes List

Veteran Company

Standard Adeptus Astartes

Veteran 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

Gold
medal

Cost: 950

Veteran HQ

Infantry (1)

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

Command, Elite, HQ, Inspirational

Veteran Marine

Infantry (1)

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

Elite

Rhino

Vehicle (3)

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

Break: 15 Morale: 1

Victory points: 10

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

Gold
medal

Cost: 750

Marine HQ

Infantry (1)

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

Command, Elite, HQ, Inspirational

Tactical Marine

Infantry (1)

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

Rhino

Vehicle (3)

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

Break: 15 Morale: 2

Victory points: 8

Terminator Company

Standard Adeptus Astartes

Terminator HQ Stand

Command Land Raider

Terminator Detachment

4 Terminator Stands

2 Land Raiders

Terminator Detachment

4 Terminator Stands

2 Land Raiders

Terminator Detachment

4 Terminator Stands

2 Land Raiders

Gold
medal

Cost: 1000

Terminator HQ

Infantry (1)

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

Command, Elite, HQ, Inspirational

Terminator

Infantry (1)

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

Elite

Land Raider

Vehicle (3)

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

PD (1), Transport 2

Break: 10 Morale: 1

Victory points: 10

Assault Company

Standard Adeptus Astartes

Assault 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

Gold
medal

Cost: 750

Assault HQ

Infantry (1)

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

Command, Elite, HQ, Inspirational, Jump Packs

Assault Marine

Infantry (1)

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

Jump Packs

Rhino

Vehicle (3)

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

Break: 15 Morale: 2

Victory points: 8

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

Gold

Cost: 1000

Marine HQ

Infantry (1)

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

Command, Elite, HQ, Inspirational

Devastator Marine

Infantry (1)

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

Rhino

Vehicle (3)

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

Break: 15

Morale: 2

Victory points: 10

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

Gold

Cost: 450

Marine HQ

Infantry (1)

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

Command, Elite, HQ, Inspirational

Scout Marine

Infantry (1)

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

Infiltration

Rhino

Vehicle (3)

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

Break: 10

Morale: 3

Victory points: 5

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

Gold

Cost: 800

Marine HQ

Infantry (1)

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

Command, Elite, HQ, Inspirational

Tactical Marine

Infantry (1)

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

Assault Marine

Infantry (1)

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

Jump Packs

Devastator Marine

Infantry (1)

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

Rhino

Vehicle (3)

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

Break: 15

Morale: 2

Victory points: 8

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

Gold

Cost: 700

Land Raider

Vehicle (3)

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

PD (1), Transport 2

Break: 5

Morale: 2

Victory points: 7

Bike Company

(Standard Adeptus Astartes)

Command Marine Bike

Bike Detachment

5 Marine Bikes Stands

Bike Detachment

5 Marine Bikes Stands

Bike Detachment

5 Marine Bikes Stands

Gold

Cost: 450

Marine Bike HQ

Cavalry (2)

Move: 30 cm	Save: 6+	CAF: +3
Weapon	Range	Shoot
Bolter	15cm	1d 6+ (0)

Command, HQ,

Marine Bike

Cavalry (2)

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

Break: 8 Morale: 2

Victory points: 5

Chaplain

Standard Adeptus Astartes

Chaplain Stand
Command Rhino



Gold

Cost: 75

Chaplain

Infantry (1)

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

Combat Leader, Command, Elite, HQ

Rhino

Vehicle (3)

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

Break: Stand Morale: -

Victory points: 1

Apothecary

Standard Adeptus Astartes

Apothecary Stand
Command Rhino



Gold

Cost: 50

Apothecary

Infantry (1)

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

HQ, Medic

Rhino

Vehicle (3)

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

Break: Stand Morale: -

Victory points: 1

Chapter Master

Standard Adeptus Astartes

Chapter Master Stand
Command Rhino



Gold

Cost: 100

Chapter Master

Infantry (1)

Move: 10 cm	Save: 4+/6+f	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: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: Stand Morale: -

Victory points: 1

Forward Observer

(Standard Adeptus Astartes)

Forward Observer Stand
Command Rhino



Gold

Cost: 50

Forward Observer

Infantry (1)

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

HQ, Stealth, Forward Observer

Rhino

Vehicle (3)

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

Break: Stand Morale: -

Victory points: 1

Inquisitor

Standard Adeptus Astartes

Inquisitor Stand
Command Rhino



Gold

Cost: 100

Inquisitor

Infantry (1)

Move: 10 cm	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 check.

Rhino

Vehicle (3)

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

Break: Stand Morale: -

Victory points: 1

Grey Knight Detachment

Standard Adeptus Astartes

4 Grey Knight Stands



Gold

Cost: 400

Grey Knight

Infantry (1)

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

Daemon hunter, Elite, 4+ Psychic save, Teleport

Break: 2 Morale: 1

Victory points: 4

Legion of the Damned

(Standard Adeptus Astartes)

4 Legion of the Damned Stands



Gold

Cost: 200

Legion of the Damned

Infantry (1)

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

Elite, Fearless, Teleport, Terror

Break: 2 Morale: -

Victory points: 2

Librarian

Standard Adeptus Astartes

Librarian Stand
Command Rhino



Gold

Cost: 100

Librarian

Infantry (1)

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

HQ, Psyker

1)Purge: The Librarian may psychically assault nearby psykers or daemons. Pick a target within 50cm and roll 2d6. Opponents roll 1d6, except if the target is of exceptional psyker power (such as greater daemons, Eldar Farseer, Slann Great Mage, Eldar Avatar, or special characters) in which case they roll 3d6. If the Librarian's score is higher the target is destroyed (no save). If the target's roll is higher there is no affect. However if the targets roll is DOUBLE or more the Librarian's roll the Librarian is slain and removed due to psychic feedback.

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)Force Dome: The librarian projects a dome of pure psychic force that protects one support sized formation within 25cm. The protected formation gains a fixed save of 4+. The dome of force is too small to protect, super heavies, knights, titans and praetorians.

Rhino

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

Break: Stand Morale: -

Victory points: 1

Techmarine

Standard Adeptus Astartes

Techmarine Stand
Command Rhino



Gold

Cost: 100

Techmarine

Infantry (1)

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

HQ, Mechanic

Rhino

Vehicle (3)

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

Break: Stand Morale: -

Victory points: 1

Ordo-Malleus Inquisitor

(Standard Adeptus Astartes)

Ordo-Malleus Inquisitor Stand
Command Rhino



Gold

Cost: 150

Ordo - Malleus Inquisitor

Infantry (1)

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

Command, Elite, HQ, Fearless, 4+ Psychic save, Physical Psychic attack

Rhino

Vehicle (3)

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

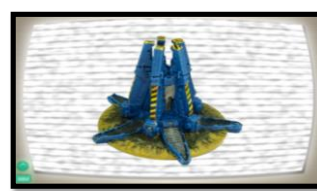
Break: Stand Morale: -

Victory points: 2

Drop Pods

Standard Adeptus Astartes

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



Gold

Cost: 150

Assault Drop Pod

Special

Move: -	Save: 4+	CAF: +0
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Transport 2, Replace Rhinos, Company only

Support Drop Pod

Special

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

Always on Frist Fire

Deathwind Drop Pod

Special

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

10cm radius, One shot

Break: unchanged Morale: -

Victory points: +2

Teleport from orbit

(Standard Adeptus Astartes)

One infantry detachment may teleport

Cost: Free

Space Marine Dropship

Standard Adeptus Astartes

Space Marine Dropship



Cost: 300

Break: - Morale: -

Victory points: -

Space Marine Dropship

Praetorian (5)

Move: 60 cm	Save: 3+	CAF: +3
Weapon	Range	Shoot
Battlecannons	50cm	1d 4+ (-2)

Flyer, Deep Strike, 2 void shields, Transport 18
(maximum 6 vehicles), PD (9)

Break: Model Morale: 2

Victory points: 3

Warlord Titan

Standard Adeptus Astartes

Warlord Titan Hull



Cost: 500

Reaver Titan

Standard Adeptus Astartes

Reaver Titan Hull



Cost: 300

Warlord Titan

Titan (5)

Move: 15 cm	Save: Card	CAF: +14
Weapon	Range	Shoot

6 void shields, purchase 4 weapons + head

Break: Model Morale: -

Victory points: ____

Reaver Titan

Titan (5)

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

4 void shields, purchase 3 weapons

Break: Model Morale: -

Victory points: ____

Warhound Titan

Standard Adeptus Astartes

Warhound Titan Hull



Cost: 125

Warhound Titan

Titan (5)

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

2 void shields, Agile, Hard to Hit on Charge, purchase 2 weapons

Break: Model Morale: -

Victory points: ____

Warhound Titan Squadron

Standard Adeptus Astartes

Warhound Titan Hull

Warhound Titan Hull



Cost: 250

Warhound Titan

Titan (5)

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

2 void shields, Agile, Hard to Hit on Charge, purchase 2 weapons

Break: Each Morale: -

Victory points: ____

Assault Detachment

Standard Adeptus Astartes

6 Assault Marine Stands
3 Rhinos

Cost: 250

Devastator Detachment

Standard Adeptus Astartes

6 Devastator Marine Stands
3 Rhinos

Cost: 350

Flamer Detachment

Standard Adeptus Astartes

6 Flamer Marine Stands
3 Rhinos

Cost: 250

Scout Detachment

Standard Adeptus Astartes

6 Scout Marine Stands

Cost: 150

Assault Marine

Infantry (1)

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

Jump Packs

Rhino

Vehicle (3)

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

Break: 5 Morale: 2

Victory points: 3

Devastator Marine

Infantry (1)

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

Rhino

Vehicle (3)

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

Break: 5 Morale: 2

Victory points: 4

Flamer Marine

Infantry (1)

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

Ignores cover

Rhino

Vehicle (3)

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

Break: 5 Morale: 2

Victory points: 3

Scout Marine

Infantry (1)

Move: 10 cm	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

Gold

Cost: 250

Tactical Marine

Infantry (1)

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

Rhino

Vehicle (3)

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

Break: 5

Morale: 2

Victory points: 3

Terminator Detachment

Standard Adeptus Astartes

4 Terminator Stands
2 Land Raiders

Gold

Cost: 350

Terminator

Infantry (1)

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

Elite

Land Raider

Vehicle (3)

Move: 20 cm	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 Terminator Assault Stands
2 Land Raiders

Gold

Cost: 300

Terminator Close-combat

Infantry (1)

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

Elite

Land Raider

Vehicle (3)

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

PD (1), Transport 2

Break: 3

Morale: 1

Victory points: 3

Veteran Detachment

Standard Adeptus Astartes

6 Veteran Marine Stands
3 Rhinos

Gold

Cost: 350

Veteran Marine

Infantry (1)

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

Elite

Rhino

Vehicle (3)

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

Break: 5

Morale: 1

Victory points: 4

Attack Bike Squad

Standard Adeptus Astartes

5 Attack Bike Stands

Gold

Cost: 225

Attack Bike

Cavalry (2)

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

Break: 3

Morale: 2

Victory points: 2

Land Speeder Squad

Standard Adeptus Astartes

5 Land Speeder Stands

Gold

Cost: 200

Land Speeder

Skimmer (2)

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

Skimmer

Break: 3

Morale: 2

Victory points: 2

Land Speeder Tornado Squad

(Standard Adeptus Astartes)

5 Land Speeder Tornado Stands

Gold

Cost: 200

Land Speeder Tornado

Skimmer (2)

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

Skimmer

Break: 3

Morale: 2

Victory points: 2

Land Speeder Typhoon Squad

(Standard Adeptus Astartes)

5 Land Speeder Typhoon Stands

Gold

Cost: 200

Land Speeder Typhoon

Skimmer (2)

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

Skimmer

Break: 3

Morale: 2

Victory points: 2

Marine Bike Squad

Standard Adeptus Astartes

5 Marine Bikes Stands

Gold

Cost: 150

Marine Bike

Cavalry (2)

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

Break: 3

Morale: 2

Victory points: 2

Combined Dreadnought Squad

Standard Adeptus Astartes

Any 4: Contemptor, Deredeo or Furibundus

Gold

Cost: 100

Contemptor Dreadnought

Walker (2)

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

Deredeo Dreadnought

Walker (2)

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

furibundus Dreadnought

Walker (2)

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

ALL: Elite, PD (1)

Break: 2

Morale: 2

Victory points: 1

Mutilator Dreadnought Squad

(Standard Adeptus Astartes)

2 Contemptor
1 Deredeo
1 Furibundus

Gold

Cost: 100

Contemptor Dreadnought

Walker (2)

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

Deredeo Dreadnought

Walker (2)

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

furibundus Dreadnought

Walker (2)

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

ALL: Elite, PD (1)

Break: 2

Morale: 2

Victory points: 1

Destroyer Dreadnought Squad

(Standard Adeptus Astartes)

2 Deredeo
2 Furibundus

Gold

Cost: 100

Deredeo Dreadnought

Walker (2)

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

Elite, PD (1)

Furibundus Dreadnought

Walker (2)

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

Elite, PD (1)

Break: 2

Morale: 2

Victory points: 1

Punisher Dreadnought Squad

(Standard Adeptus Astartes)

4 Punisher Dreadnoughts

Gold

Cost: 200

Punisher Dreadnought

Walker (2)

Move: 10 cm	Save: 4+	CAF: +3
Weapon	Range	Shoot
Assault Cannon	50cm	3d 5+ (0)

Elite, PD (1)

Break: 2

Morale: 2

Victory points: 2

Robot Squad

Standard Adeptus Astartes

4 Robots

Gold

Cost: 150

Robot

Walker (2)

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

Inorganic, Robotic, Quickdraw

Break: 4

Morale: -

Victory points: 2

Scatolo Heavy Squad

Standard Adeptus Astartes

4 Heavy Weapons Scatolos

Gold

Cost: 150

Scatolo (Heavy)

Walker (2)

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

Break: 2

Morale: 2

Victory points: 2

Scatolo Assault Squad

Standard Adeptus Astartes

4 Assault Scatolos

Gold

Cost: 100

Scatolo (Assault)

Walker (2)

Move: 10 cm	Save: 4+	CAF: +4
Weapon	Range	Shoot
Flamer	LT	- 4+ (0)

Ignores cover

Break: 2

Morale: 2

Victory points: 1

Scatolo Support Squad

Standard Adeptus Astartes

4 Support Scatolos

Cost: 150

Scatolo (Support)

Walker (2)

Move: 10 cm	Save: 4+	CAF: +2
Weapon	Range	Shoot
Heavy Bolters	25cm	3d 5+ (0)
Barrage Missiles	50cm	4BP 5+ (-1)

Break: 2 Morale: 2

Victory points: 2

Hunter Anti-Aircraft Battery

Standard Adeptus Astartes

3 Hunters

Cost: 150

Hunter AA Gun

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
Weapon	Range	Shoot
SAM Launcher	75cm	2d 5+ (-1)

Anti-Aircraft

Break: 2 Morale: 2

Victory points: 2

Land Raider Squadron

Standard Adeptus Astartes

3 Land Raiders

Cost: 250

Land Raider

Vehicle (3)

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

PD (1), Transport 2

Break: 2 Morale: 2

Victory points: 3

Land Raider Helios Squadron

Standard Adeptus Astartes

3 Land Raider Helios

Cost: 350

Land Raider Helios

Vehicle (3)

Move: 20 cm	Save: 2+	CAF: +3
Weapon	Range	Shoot
Lascannon	75cm	2d 5+ (-2)
Multi Launcher	150cm	2BP @ # (0)

PD (1)

Break: 2 Morale: 2

Victory points: 4

Predator Squadron

Standard Adeptus Astartes

3 Predators

Cost: 200

Predator

Vehicle (3)

Move: 25 cm	Save: 3+	CAF: +0
Weapon	Range	Shoot
Autocannon *	75cm	1d 5+ (-1)
Lascannon	75cm	2d 5+ (-1)

* Turret

Break: 2 Morale: 2

Victory points: 2

Razorback Squadron

(Standard Adeptus Astartes)

6 Razorbacks

Cost: 150

Razorback

Vehicle (3)

Move: 25 cm	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. Replace Rhinos. If the detachment has no rhinos to replace then cost is 200

Break: +3 Morale: 2

Victory points: +2

Rhino Squadron

Standard Adeptus Astartes

3 Rhinos

Cost: 50

Rhino

Vehicle (3)

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

Break: 2 Morale: 2

Victory points: 1

Sabre Tank-Hunter Squadron

(Standard Adeptus Astartes)

3 Sabre Tank-Hunters

Cost: 100

Sabre Tank-Hunter

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
Weapon	Range	Shoot
Autocannon	75cm	1d 5+ (-2)

Turret

Break: 2 Morale: 2

Victory points: 1

Vindicator Squadron

Standard Adeptus Astartes

3 Vindicators

Gold

Cost: 150

Vindicator

Vehicle (3)

Move: 20 cm	Save: 2+	CAF: +0
Weapon	Range	Shoot
Thunderer	50cm	1d 4+ (-3)

Ignores cover

Break: 2

Morale: 2

Victory points: 2

Mole Mortar Battery

Standard Adeptus Astartes

3 Mole Mortars

Gold

Cost: 100

Mole Mortar

Light artillery (1)

Move: 5 cm	Save: -	CAF: -3
Weapon	Range	Shoot
Mole Mortar	150cm	1BP @ # (0)

Ignores cover, Ignores shields, Traps titans or Praetorians on a roll of 6 on a D6 (it can't move unless it is on Charge orders and cancels all ranged attacks.

Break: 2

Morale: 2

Victory points: 1

Rapier Battery

Standard Adeptus Astartes

3 Rapiers Laser Destroyers

Gold

Cost: 75

Rapier

Light artillery (1)

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

Break: 2

Morale: 2

Victory points: 1

Tarantula Support Battery

Standard Adeptus Astartes

5 Tarantulas

Gold

Cost: 150

Tarantula

Light artillery (1)

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

Inorganic, Robotic, Quickdraw, RoF2

Break: 3

Morale: -

Victory points: 2

Thudd Gun Battery

Standard Adeptus Astartes

3 Thudd Guns

Gold

Cost: 100

Thudd Gun

Light artillery (1)

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

Break: 2

Morale: 2

Victory points: 1

Whirlwind Battery

Standard Adeptus Astartes

3 Whirlwinds

Gold

Cost: 150

Whirlwind

Heavy artillery (3)

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

Break: 2

Morale: 2

Victory points: 2

Light Off-Board Barrage

(Standard Adeptus Astartes)

One Light Orbital Barrage Round

Gold

Cost: 1 VP

Light Off-Board Barrage

Cost 1 VP

Weapon	Range	Shoot
Orbital Barrage	Special	6BP 4+ (-1)

Break: -

Morale: -

Victory points: -

Heavy Off-Board Barrage

(Standard Adeptus Astartes)

One Heavy Orbital Barrage Round

Gold

Cost: 2 VP

Heavy Off-Board Barrage

Cost 2 VP

Weapon	Range	Shoot
Orbital Barrage	Special	10SB 2+ (-2)

Break: -

Morale: -

Victory points: -

Standard Adeptus Astartes

3 Marauder Fighter-Bombers

Cost: 350

Standard Adeptus Astartes

3 Thunderbolt Fighters

Cost: 250

Standard Adeptus Astartes

1 Thunderhawk Gunship

Cost: 100

Flyer (3)

Move: 75 cm	Save: 3+	CAF: +2
Weapon	Range	Shoot
Battlecannon	50cm	1d 4+ (-1)
Lascannon	50cm	3d 5+ (-2)
Missiles	50cm	4BP 5+ (-2)

Flyer

Break: 2

Morale: 2

Victory points: 4

Flyer (3)

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

Flyer

Break: 2

Morale: 2

Victory points: 3

Flyer (3)

Move: 100 cm	Save: 4+	CAF: +1
Weapon	Range	Shoot
Rockets	50cm	6BP 4+ (-2)
Autocannon	25cm	1d 4+ (-2)

Flyer, PD (3), Transport 6

Break: Model

Morale: 2

Victory points: 1

Codex Chapter List

Crusade Company

✱ Black Templars ✱

Marine HQ Stand
Command Rhino

Crusade Detachment

6 Tactical Marine Stands
2 Neophyte Stands
4 Rhinos

Crusade Detachment

6 Tactical Marine Stands
2 Neophyte Stands
4 Rhinos

Crusade Detachment

6 Tactical Marine Stands
2 Neophyte Stands
4 Rhinos

Gold
medal

Cost: 900

Marine HQ

Infantry (1)

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

Command, Elite, HQ, Inspirational

Tactical Marine

Infantry (1)

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

Black Templar Neophyte

Infantry (1)

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

Rhino

Vehicle (3)

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

Break: 19 Morale: 2

Victory points: 9

Crusade Battle Company

✱ Black Templars ✱

Marine HQ Stand
Command Rhino

Crusade Detachment

6 Tactical Marine Stands
2 Neophyte Stands
4 Rhinos

Assault Detachment

6 Assault Marine Stands
3 Rhinos

Assault Detachment

6 Assault Marine Stands
3 Rhinos

Gold
medal

Cost: 800

Marine HQ

Infantry (1)

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

Command, Elite, HQ, Inspirational

Tactical Marine

Infantry (1)

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

Black Templar Neophyte

Infantry (1)

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

Assault Marine

Infantry (1)

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

Jump Packs

Rhino

Vehicle (3)

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

Break: 13 Morale: 2

Victory points: 8

Crusade Terminator Company

✱ Black Templars ✱

Terminator HQ
Command Land Raider Crusader

Crusade Terminator Detachment

4 Terminators
2 Land Raiders Crusaders

Crusade Terminator Detachment

4 Terminators
2 Land Raiders Crusaders

Crusade Terminator Detachment

4 Terminators
2 Land Raiders Crusaders

Gold
medal

Cost: 1000

Terminator HQ

Infantry (1)

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

Command, Elite, HQ, Inspirational

Terminator

Infantry (1)

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

Elite

Land Raider Crusader

Vehicle (3)

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

PD (4), Transport 2

Break: 10 Morale: 1

Victory points: 10

Land Raider Crusader Company

✱ Black Templars ✱

Command Land Raider Crusader

Land Raider Crusader Squadron

3 Land Raiders Crusaders

Land Raider Crusader Squadron

3 Land Raiders Crusaders

Land Raider Crusader Squadron

3 Land Raiders Crusaders

Gold
medal

Cost: 900

Land Raider Crusader

Vehicle (3)

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

PD (4), Transport 2

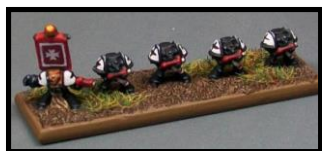
Break: 5 Morale: 2

Victory points: 9

Emperor's Champion

✠ Black Templars ✠

Emperor's Champion Stand
Command Rhino



Cost: 100

Emperor's Champion

Infantry (1)

Move: 10 cm	Save: 4+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

Vehicle (3)

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

Break: Stand Morale: -

Victory points: 1

Black Templar Bike Squad

✠ Black Templars ✠

4 Attack Bikes
2 Imperial Bikes

Cost: 150

Attack Bike

Cavalry (2)

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

Imperial Bike

Cavalry (1)

Move: 25 cm	Save: -	CAF: +1
Weapon	Range	Shoot
Bolter	15cm	1d 5+ (0)

Break: 3 Morale: 2

Victory points: 2

Black Templar Scout Detachment

✠ Black Templars ✠

6 Black templar Scout Stands

Cost: 250

Scout Black Templar

Infantry (1)

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

Infiltration

Break: 3 Morale: 2

Victory points: 3

Crusade Detachment

✠ Black Templars ✠

6 Tactical Marine Stands
2 Neophyte Stands
4 Rhinos

Cost: 300

Tactical Marine

Infantry (1)

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

Black Templar Neophyte

Infantry (1)

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

Rhino

Vehicle (3)

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

Break: 6 Morale: 2

Victory points: 3

Land Raider Crusader Squadron

✠ Black Templars ✠

3 Land Raiders Crusaders

Cost: 300

Land Raider Crusader

Vehicle (3)

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

PD (4), Transport 2

Break: 2 Morale: 2

Victory points: 3

Crusade Terminator Detachment

✠ Black Templars ✠

4 Terminators
2 Land Raiders Crusaders

Cost: 350

Terminator

Infantry (1)

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

Elite

Land Raider Crusader

Vehicle (3)

Move: 25 cm	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: 1

Victory points: 4

Veteran Assault Detachment

✠ Blood Angels ✠

6 Assault Marine Stands
3 Rhinos

Cost: 300

Veteran Assault Marine

Infantry (1)

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

Elite, Jump Packs

Rhino

Vehicle (3)

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

Break: 5 Morale: 1

Victory points: 3

Death Company

 Blood Angels 

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

Each Company must contain at least 6
Marine Stands

Gold

Cost: 100

Death Company Chaplain

Infantry (1)

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

Command, Elite, HQ, Fearless, Always on advance or
Charge Order, Combat Leader when without Death
company Marines

Death Company Marines

Infantry (1)

Move: 10 cm	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: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: Chaplain Morale: -

Victory points: 1

Veteran Assault Company

 Blood Angels 

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

Gold

Cost: 900

Assault HQ

Infantry (1)

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

Command, Elite, HQ, Inspirational, Jump Packs

Veteran Assault Marine

Infantry (1)

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

Elite, Jump Packs

Rhino

Vehicle (3)

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

Break: 15 Morale: 1

Victory points: 9

Sanguinary Priest

 Blood Angels 

Sanguinary Priest Stand
Command Rhino



Gold

Cost: 100

Sanguinary Priest

Infantry (1)

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

HQ, Medic, Once per turn an infantry stand within 10 cm
of the Priest may re-roll its close combat dice

Rhino

Vehicle (3)

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

Break: Stand Morale: -

Victory points: 1

Predator Baal Squadron

 Blood Angels 

3 Predators Baal

Gold

Cost: 200

Predator Baal

Vehicle (3)

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

Turret

Break: 2 Morale: 2

Victory points: 2

Furioso Dreadnought Squad

 Blood Angels 

4 Furioso Dreadnoughts

Gold

Cost: 100

Punisher Dreadnought

Walker (2)

Move: 10 cm	Save: 4+	CAF: +3
Weapon	Range	Shoot
Meltagun	25cm	1d 4+ (-1)
Heavy Flamer *	35cm	1d 4+ (0)

*Ignores cover

Break: 2 Morale: 2

Victory points: 1

First Company

 *Crimson Fists* 

Chapter Master Stand
Command Rhino

Terminator HQ
Command Land Raider
Terminator Detachment

4 Terminator Stands
2 Land Raiders

Terminator Detachment

4 Terminator Stands
2 Land Raiders

Terminator Detachment

4 Terminator Stands
2 Land Raiders

Terminator Detachment

4 Terminator Stands
2 Land Raiders

Gold

Cost: 1400

Chapter Master

Infantry (1)

Move: 10 cm	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: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Terminator HQ

Infantry (1)

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

Command, Elite, HQ, Inspirational

Terminator

Infantry (1)

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

Elite

Land Raider

Vehicle (3)

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

PD (1), Transport 2

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

Gold

Cost: 900

Marine HQ

Infantry (1)

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

Command, Elite, HQ, Inspirational

Crimson Suns Scout

Infantry (1)

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

Rhino

Vehicle (3)

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

Break: 10 Morale: 3

Victory points: 9

Hatamoto Company

 *Crimson Suns* 

Close Assault Terminator HQ Stand
Command Land Raider

Close Assault Terminator Detachment

4 Close Assault Terminator Stands
2 Land Raiders

Close Assault Terminator Detachment

4 Close Assault Terminator Stands
2 Land Raiders

Close Assault Terminator Detachment

4 Close Assault Terminator Stands
2 Land Raiders

Gold

Cost: 850

Close Combat Terminator HQ

Infantry (1)

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

Command, Elite, HQ, Inspirational

Close Combat Terminator

Infantry (1)

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

Elite

Land Raider

Vehicle (3)

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

PD (1), Transport 2

Break: 13 Morale: 1

Victory points: 9

Ashigaru Detachment

 *Crimson Suns* 

6 Crimson Suns Scout Marine Stands
3 Rhinos

Gold

Cost: 350

Veteran Land Speeder Squadron

 *Dark Angels* 

4 Veteran Land Speeder

Gold

Cost: 200

Crimson Suns Scout

Infantry (1)

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

Rhino

Vehicle (3)

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

Break: 5 Morale: 3

Victory points: 4

Land Speeder

Cavalry (2)

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

Elite, Skimmer

Break: 2 Morale: 1

Victory points: 2

Deathwing Company

 Dark Angels 

Terminator HQ Stand
Command Land Raider

Deathwing Detachment

4 Deathwing Terminator s
2 Land Raiders

Deathwing Detachment

4 Deathwing Terminator s
2 Land Raiders

Deathwing Detachment

4 Deathwing Terminator s
2 Land Raiders

Gold
500000

Cost: 1000

Terminator HQ

Infantry (1)

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

Command, Elite, HQ, Inspirational

Deathwing Terminator

Infantry (1)

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

Elite, Fearless

Land Raider

Vehicle (3)

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

PD (1), Transport 2

Break: 10 Morale: -

Victory points: 10

Deathwing Detachment

 Dark Angels 

4 Deathwing Terminator s
2 Land Raiders

Gold
500000

Cost: 350

Close Assault Deathwing Detachment

 Dark Angels 

4 Close Assault Deathwing Terminator s
2 Land Raiders

Gold
500000

Cost: 300

Deathwing Terminator

Infantry (1)

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

Elite, Fearless

Land Raider

Vehicle (3)

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

PD (1), Transport 2

Break: 3 Morale: -

Victory points: 4

Close Assault Deathwing Terminator

Infantry (1)

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

Elite, Fearless

Land Raider

Vehicle (3)

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

PD (1), Transport 2

Break: 3 Morale: -

Victory points: 3

Ravenwing Company

 Dark Angels 

Master of the Ravenwing

Attack Bike Detachment

5 Attack Bike Stands

Land Speeder Detachment

5 Lans Speeder Stands

Land Speeder Detachment

5 Lans Speeder Stands

Gold
500000

Cost: 500

Master of the Ravenwing

Cavalry (2)

Move: 30 cm	Save: 4+/6f	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: 30 cm	Save: 6+	CAF: +3
Weapon	Range	Shoot
Heavy Bolters	25cm	2d 5+ (0)

Land Speeder

Cavalry (2)

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

Skimmer

Break: 8 Morale: 2

Victory points: 5

11th Company

Desert Lions

Marine HQ Stand
Command Rhino

Robot Detachment

4 Robots

Robot Detachment

4 Robots

Robot Detachment

4 Robots

Gold
500000

Cost: 300

Marine HQ

Infantry (1)

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

Command, Elite, HQ, Inspirational

Rhino

Vehicle (3)

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

Robot

Walker (2)

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

Inorganic, Robotic, Quickdraw

Break: 12 Morale: -

Victory points: 3

8th Company "Jaws of Doom"

Flesh Eaters

Assault HQ Stand
Command Rhino

Flesh Eater Assault Detachment

6 Flesh Eater Assault Marine Stands
3 Rhinos

Flesh Eater Assault Detachment

6 Flesh Eater Assault Marine Stands
3 Rhinos

Flesh Eater Assault Detachment

6 Flesh Eater Assault Marine Stands
3 Rhinos

Gold

Cost: 750

Assault HQ Infantry (1)

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

Command, Elite, HQ, Inspirational, Jump Packs

Flesh Eater Assault Marine Infantry (1)

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

Jump Packs

Rhino Vehicle (3)

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

Break: 15 Morale: 2

Victory points: 8

Mentor Elite Cadre Detachment

Mentor Legion

4 Mentor Elite Cadre Stands



Gold

Cost: 400

Mentor Elite Cadre Marine Infantry (1)

Move: 10 cm	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

Flesh Eater Assault Detachment

Flesh Eaters

6 Flesh Eater Assault Marine Stands
3 Rhinos

Gold

Cost: 250

Flesh Eater Assault Marine Infantry (1)

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

Jump Packs

Rhino Vehicle (3)

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

Break: 5 Morale: 2

Victory points: 3

Clan Company

Iron Hands

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

Gold

Cost: 1100

Marine HQ Infantry (1)

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

Command, Elite, HQ, Inspirational

Tactical Marine Infantry (1)

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

Devastator Marine Infantry (1)

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

Rhino Vehicle (3)

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

Break: 19 Morale: 2

Victory points: 16

Tutor Detachment

Mentor Legion

6 Tutor Marine Stands
3 Rhinos

Gold

Cost: 350

Tutor Marine Infantry (1)

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

Command, Elite, -1 to hit when on first fire and into cover

Rhino Vehicle (3)

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

Break: 5 Morale: 2

Victory points: 4

Clan Assault Company

Iron Hands

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

Gold

Cost: 900

Assault HQ

Infantry (1)

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

Command, Elite, HQ, Inspirational, Jump Packs

Assault Marine

Infantry (1)

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

Jump Packs

Flamer Marine

Infantry (1)

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

Ignores cover

Rhino

Vehicle (3)

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

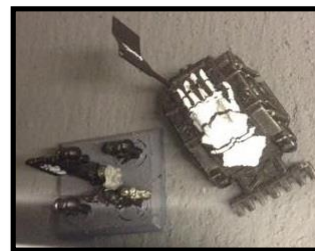
Break: 18 Morale: 2

Victory points: 13

Iron Father

Iron Hands

Iron Father Stand
Command Rhino



Gold

Cost: 150

Iron Father

Infantry (1)

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

Combat Leader, Elite, HQ, Mechanic

Rhino

Vehicle (3)

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

Break: Stand Morale: -

Victory points: 2

Siege Company

Iron Hands

Marine HQ Stand
Command Rhino

Veteran Devastator Detachment

8 Veteran Devastator Marine Stands
4 Rhinos

Clan Devastator Detachment

8 Devastator Marine Stands
4 Rhinos

Bombard Battery

3 Bombard s

Gold

Cost: 900

Marine HQ

Infantry (1)

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

Command, Elite, HQ, Inspirational

Veteran Devastator Marine

Infantry (1)

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

Elite

Devastator Marine

Infantry (1)

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

Bombard

Heavy Artillery (3)

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

Destroys Buildings

Rhino

Vehicle (3)

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

Break: 13 Morale: 2

Victory points: 13

Bombard Battery

Iron Hands

3 Bombard s

Gold

Cost: 200

Bombard

Heavy Artillery (3)

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

Destroys Buildings

Break: 2 Morale: 2

Victory points: 2

Clan Assault Detachment

Iron Hands

8 Assault Marine Stands
4 Rhinos

Gold

Cost: 325

Assault Marine

Infantry (1)

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

Jump Packs

Rhino

Vehicle (3)

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

Break: 6 Morale: 2

Victory points: 4

Clan Devastator Detachment

 Iron Hands 

8 Devastator Marine Stands
4 Rhinos

Gold  Cost: 425

Devastator Marine

Infantry (1)

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

Rhino

Vehicle (3)

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

Break: 6 Morale: 2

Victory points: 5

Clan Tactical Detachment

 Iron Hands 

8 Tactical Marine Stands
4 Rhinos

Gold  Cost: 350

Tactical Marine

Infantry (1)

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

Rhino

Vehicle (3)

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

Break: 6 Morale: 2

Victory points: 4

Heavy weapon Terminator Detachment

 Iron Hands 

4 Heavy Weapon Terminator s
2 Land Raiders

Gold  Cost: 350

Heavy Weapon Terminator

Infantry (1)

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

Elite

Land Raider

Vehicle (3)

Move: 20 cm	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

 Iron Hands 

6 Veteran Devastator Marine Stands
3 Rhinos

Gold  Cost: 400

Veteran Devastator Marine

Infantry (1)

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

Elite

Rhino

Vehicle (3)

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

Break: 5 Morale: 1

Victory points: 4

Venerable Dreadnought

 Iron Hands 

Venerable Dreadnought

Gold  Cost: 50

Venerable Dreadnought

Walker (2)

Move: 15 cm	Save: 5+	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

8th Company "Firedrakes"

 Salamanders 

Assault HQ Stand
Command Rhino

Assault Flamer Detachment

6 Flamer Assault Marine Stands
3 Rhinos

Assault Flamer Detachment

6 Flamer Assault Marine Stands
3 Rhinos

Gold  Cost: 750

Assault HQ

Infantry (1)

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

Command, Elite, HQ, Inspirational, Jump Packs

Flamer Assault Marine

Infantry (1)

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

Ignores cover, Jump Packs

Rhino

Vehicle (3)

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

Break: 15 Morale: 2

Victory points: 8

Predator Vulkan Squadron

 Salamanders 

3 Predators Vulkan

Gold  Cost: 200

Predator Vulkan

Vehicle (3)

Move: 25 cm	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

 Salamanders 

6 Flamer Assault Marine Stands
3 Rhinos

Gold  Cost: 250

Flaming Devastator Detachment

 Salamanders 

6 Flamer Devastator Marine Stands
3 Rhinos

Gold  Cost: 350

2nd Company

 Silver Skulls 

Assault HQ Stand
Assault Detachment
6 Assault Marine Stands
Assault Detachment
6 Assault Marine Stands
Assault Detachment
6 Assault Marine Stands
1 Thunderhawk Gunship
1 Thunderhawk Gunship
1 Thunderhawk Gunship
1 Thunderhawk Gunship

Gold  Cost: 1000

Flamer Assault Marine

Infantry (1)

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

Ignores cover, Jump Packs

Rhino

Vehicle (3)

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

Break: 5

Morale: 2

Victory points: 3

Flamer Devastator Marine

Infantry (1)

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

Ignores cover

Rhino

Vehicle (3)

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

Break: 5

Morale: 2

Victory points: 4

Assault HQ

Infantry (1)

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

Command, Elite, HQ, Inspirational, Jump Packs

Assault Marine

Infantry (1)

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

Jump Packs

Thunderhawk Gunship

Flyer (3)

Move: 100 cm	Save: 4+	CAF: +1
Weapon	Range	Shoot
Rockets	50cm	6BP 4+ (-2)
Autocannon	25cm	1d 4+ (-2)

Flyer, PD (3), Transport 6

Break: 12

Morale: 2

Victory points: 10

4th Company

 Raptor Legion 

Command Attack Bike

Attack Bike Detachment
5 Attack Bike Stands

Attack Bike Detachment
5 Attack Bike Stands

Attack Bike Detachment
5 Attack Bike Stands

Gold  Cost: 500

Attack Bike HQ

Cavalry (2)

Move: 30 cm	Save: 6+	CAF: +4
Weapon	Range	Shoot
Heavy Bolters	25cm	2d 5+ (0)

Command, HQ,

Attack Bike

Cavalry (2)

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

Break: 8

Morale: 2

Victory points: 5

Company Transport

 Raptor Legion 

Deep Strike

Gold  Cost: Free

Allows the Deep Strike ability to one company.

Break: -

Morale: -

Victory points: -

Great Company

Space Wolves

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

Gold

Cost: 800

Wolf Guard

Infantry (1)

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

Elite, HQ, Inspirational

Grey Hunter

Infantry (1)

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

Rhino

Vehicle (3)

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

Break: 18 Morale: 2

Victory points: 8

Rune Priest

Space Wolves

Rune Priest Stand

Command Rhino



Gold

Cost: 100

Rune Priest

Infantry (1)

Move: 10 cm	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 +5CAF unless the target makes a Psychic Save.

Rhino

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

Break: Stand Morale: -

Victory points: 1

Great Company with Terminators

Space Wolves

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

Gold

Cost: 950

Terminator Wolf Guard

Infantry (1)

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

Elite, HQ, Inspirational

Grey Hunter

Infantry (1)

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

Rhino

Vehicle (3)

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

Land Raider

Vehicle (3)

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

PD (1), Transport 2

Break: 18 Morale: 2

Victory points: 10

Wolf Guard Detachment

Space Wolves

4 Wolf Guard Stands

2 Rhinos



Gold

Cost: 150

Wolf Guard

Infantry (1)

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

Elite, HQ, Inspirational

Rhino

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

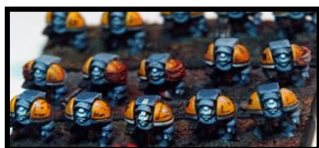
Break: 3 Morale: 2

Victory points: 2

Wolf Guard Terminator Detachment

Space Wolves

4 Wolf Guard Terminators
2 Land Raiders



Gold

Cost: 375

Terminator Wolf Guard

Infantry (1)

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

Elite, HQ, Inspirational

Land Raider

Vehicle (3)

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

PD (1), Transport 2

Break: 3 Morale: 1

Victory points: 4

Razorback Transport Detachment

Space Wolves

10 Razorbacks

10 Razorbacks



Gold

Cost: 1000

Razorback

Vehicle (3)

Move: 25 cm	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. Replace Rhinos.

Break: +10 Morale: -

Victory points: 10

Wolf Priest

Space Wolves

Wolf Priest Stand
Command Rhino



Gold

Cost: 100

Wolf Priest

Infantry (1)

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

Combat Leader, Command, Elite, HQ, Medic

Rhino

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

Break: Stand Morale: -

Victory points: 1

Space Wolf Drop Pods

Space Wolves

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



Gold

Cost: 300

Assault Drop Pod

Special

Move: -	Save: 4+	CAF: +0
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Transport 2, Replace Rhinos, Company only

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: unchanged Morale: -

Victory points: +3

Long Fang Pack

Space Wolves

4 Long Fang Stands
2 Rhinos

Cost: 250

Long Fang

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

Rhino

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

Break: 4 (stands) Morale: 2

Victory points: 3

Grey Hunter Pack

Space Wolves

10 Grey Hunter Stands
5 Rhinos

Cost: 350

Grey Hunter

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

Rhino

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

Break: 8 Morale: 2

Victory points: 4

Wolf Scout Pack

Space Wolves

6 Wolf Scout Stands

Cost: 150

Space Wolf Scout

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

Infiltration

Break: 3 Morale: 3

Victory points: 2

Blood Claw Pack

Space Wolves

5 Blood Claw Stands

Cost: 150

Blood Claw

Move: 15 cm	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

Space Wolves

5 Blood Claw Attack Bike Stands

Cost: 175

Blood Claw Attack Bike

Move: 30 cm	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

Space Wolves

5 Blood Claw Land Speeders

Cost: 250

Blood Claw Land Speeder

Move: 30 cm	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

Space Wolves

3 Leman Russ Exterminators

Cost: 300

Leman Russ Exterminator

Move: 20 cm	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

 White Scars

5 Veteran Attack Bikes

Cost: 650

 White Scars

2 Land Raiders Crusaders

Cost: 1000

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

Elite, Hit & Run

Victory points: 7

Command, Elite, HQ, Inspirational

PD (4), Transport 2

Victory points: 10

 White Scars

5 White Scars Attack Bikes

Cost: 600

 White Scars

2 Land Raiders Crusaders

Cost: 750

Hit & Run

100

Victory points: 6

Hit & Run

PD (4), Transport 2

Victory points: 8

9th Company
"Fist of Khan"

 White Scars 

Command Predator Jaghatai Khan

6 Tactical Marine Stands
6 Razorbacks

Predator Jaghatai Kahn Squadron
3 Predator Jaghatai Khan

Predator Jaghatai Kahn Squadron
3 Predator Jaghatai Khan

 Cost: 650

Predator Jaghatai Khan

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

*Turret, PD (1)

Tactical Marine

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

Razorback

Move: 25 cm	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

10th Company

 White Scars 

Command Scout Bike

Scout Bike Squad
5 Scout Bikes

Scout Bike Squad
5 Scout Bikes

Scout Bike Squad
5 Scout Bikes

 Cost: 450

Scout Bike

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

Infiltration

Break: 8 Morale: 3

Victory points: 5

Land Raider Crusader Company

 White Scars 

Command Land Raider Crusader

Land Raider Crusader Squadron
3 Land Raiders Crusaders

Land Raider Crusader Squadron
3 Land Raiders Crusaders

Land Raider Crusader Squadron
3 Land Raiders Crusaders

 Cost: 900

Land Raider Crusader

Move: 25 cm	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

 White Scars 

3 Land Raiders Crusaders

 Cost: 300

Land Raider Crusader

Move: 25 cm	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

 White Scars 

3 Predator Jaghatai Khan

 Cost: 200

Land Raider Crusader

Move: 25 cm	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: 2

Scout Bike Squad

 White Scars 

5 Scout Bikes

Gold

Cost: 150

Scout Bike

Cavalry (2)

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

Infiltration

Break: 3

Morale: 3

Victory points: 2

Veteran Attack Bike Squad

 White Scars 

5 Veteran Attack Bikes

Gold

Cost: 225

Veteran Attack Bike

Cavalry (2)

Move: 30 cm	Save: 6+	CAF: +4
Weapon	Range	Shoot
Heavy Bolters	25cm	2d 5+ (0)

Elite, Hit & Run

Break: 3

Morale: 1

Victory points: 2

White Scars Attack Bike Squad

 White Scars 

5 White Scars Attack Bikes

Gold

Cost: 200

White Scars Attack Bike

Cavalry (2)

Move: 30 cm	Save: 6+	CAF: +3
Weapon	Range	Shoot
Multi-Melta	25cm	1d 5+ (-2)

Hit & Run

Break: 3

Morale: 2

Victory points: 2

White Scars Terminator Detachment

 White Scars 

4 Terminators
2 Land Raiders Crusaders

Gold

Cost: 350

Terminator

Infantry (1)

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

Elite

Land Raider Crusader

Vehicle (3)

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

PD (4), Transport 2

Break: 3

Morale: 1

Victory points: 4