

# Ae - Imperial Fists [90 PL, 1,498pts]

## **++ Battalion Detachment +5CP (Imperium - Space Marines) [57 PL, 3CP, 938pts] ++**

**\*\*Chapter Selection\*\*:** Imperial Fists

Specialist Detachment [-1CP]: Imperial Fists Siegebreaker Cohort

+ HQ +

Captain in Gravis Armor [6 PL, 108pts]: Boltstorm gauntlet, Master-crafted power sword

Chapter Master in Phobos Armor [5 PL, -2CP, 99pts]: 6. Marksman's Honors, Camo cloak, Master-crafted instigator bolt carbine, Stratagem: Chapter Master, Warlord

+ Troops +

Infiltrator Squad [11 PL, 142pts]: 4x Infiltrator, Infiltrator Helix Adept, Infiltrator Sergeant

Infiltrator Squad [11 PL, 142pts]: 4x Infiltrator, Infiltrator Helix Adept, Infiltrator Sergeant

Intercessor Squad [5 PL, 85pts]: Bolt rifle

. 4x Intercessor

. Intercessor Sergeant

+ Elites +

Primaris Apothecary [3 PL, -2CP, 60pts]: Healer's Aegis, Selfless Healer, Stratagem: Hero of the Chapter, Stratagem: Chief Apothecary

+ Heavy Support +

Centurion Devastator Squad [12 PL, 210pts]

. Centurion: Hurricane bolter, Two Heavy Bolters

. Centurion: Hurricane bolter, Two Heavy Bolters

. Centurion Sergeant: Hurricane bolter, Two Heavy Bolters

Thunderfire Cannon [4 PL, 92pts]

. Techmarine Gunner

. . Servo-harness: Flamer, Plasma cutter

## **++ Battalion Detachment +5CP (Imperium - Space Marines) [33 PL, 5CP, 560pts] ++**

**\*\*Chapter Selection\*\*:** Imperial Fists

+ HQ +

Lieutenants [5 PL, 62pts]

. Lieutenant: Bolt pistol, Storm bolter

Lieutenants in Phobos Armor [5 PL, 81pts]

. Lieutenant in Phobos Armour

. . Oculus Bolt Carbine and Bolt Pistol: Grav-chute, Master-crafted oculus bolt rifle

+ Troops +

Intercessor Squad [5 PL, 85pts]: Stalker Bolt Rifle

. 4x Intercessor

. Intercessor Sergeant

Intercessor Squad [5 PL, 85pts]: Stalker Bolt Rifle

. 4x Intercessor

. Intercessor Sergeant

Intercessor Squad [5 PL, 85pts]: Stalker Bolt Rifle

. 4x Intercessor

. Intercessor Sergeant

+ Fast Attack +

Suppressor Squad [4 PL, 90pts]

. 2x Suppressor: 2x Accelerator autocannon, 2x Grav-chute

. Suppressor Sergeant: Accelerator autocannon, Grav-chute

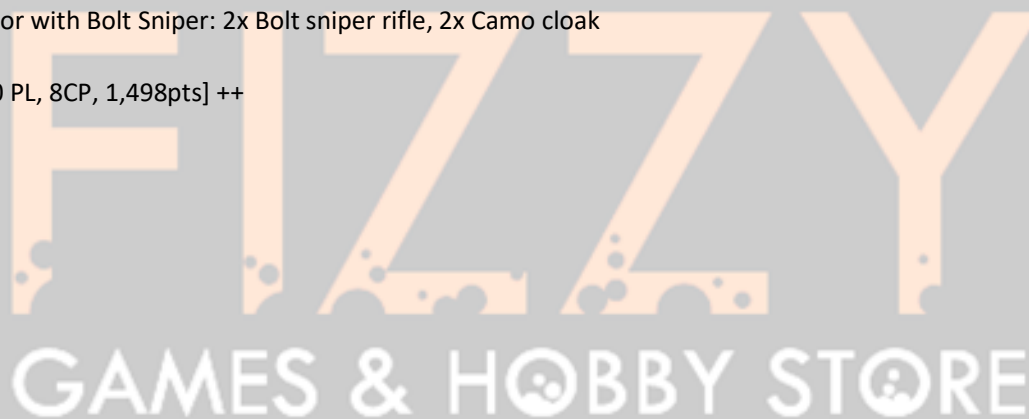
+ Heavy Support +

Eliminator Squad [4 PL, 72pts]

. Eliminator Sergeant: Bolt sniper rifle, Camo cloak

. 2x Eliminator with Bolt Sniper: 2x Bolt sniper rifle, 2x Camo cloak

++ Total: [90 PL, 8CP, 1,498pts] ++



# Q1 League\_Ae\_Imperial Fist (Warhammer 40,000 8th Edition) [90 PL, 8CP, 1,498pts]

## Battalion Detachment +5CP (Imperium - Space Marines) [57 PL, 3CP, 938pts]

Rules: *Angels of Death, Bolter Discipline, Shock Assault*

### No Force Org Slot [7CP]

#### \*\*Chapter Selection\*\*

**Selections:** Imperial Fists

**Categories:** No Force Org Slot

**Rules:** *Siege Masters*

#### Battle-forged CP [3CP]

**Categories:** No Force Org Slot

#### Detachment CP [5CP]

**Categories:** No Force Org Slot

#### Specialist Detachment [-1CP]

**Selections:** Imperial Fists Siegebreaker Cohort [-1CP]

**Categories:** No Force Org Slot

## HQ [11 PL, -2CP, 207pts]

#### Captain in Gravis Armor [6 PL, 108pts]

**Selections:** Boltstorm gauntlet [12pts], Master-crafted power sword [6pts]

**Categories:** Faction: Adeptus Astartes, Character, Faction: Imperium, Infantry, Captain, Mk X Gravis, Primaris, HQ

**Rules:** *Angels of Death*

**Abilities:** *Iron Halo, Rites of Battle*, **Unit:** *Captain in Gravis Armor*, **Weapon:** *Boltstorm gauntlet (melee), Boltstorm gauntlet (shooting), Master-crafted power sword*

Abilities	Description
Iron Halo	This model has a 4+ invulnerable save.
Rites of Battle	You can re-roll hit rolls of 1 made for friendly <CHAPTER> units within 6" of this model.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Captain in Gravis Armor	5"	2+	2+	4	5	7	5	9	3+

Weapon	Range	Type	S	AP	D	Abilities
Boltstorm gauntlet (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Boltstorm gauntlet (shooting)	12"	Pistol 3	4	0	1	-
Master-crafted power sword	Melee	Melee	User	-3	2	-

#### Chapter Master in Phobos Armor [5 PL, -2CP, 99pts]

**Selections:** 6. Marksman's Honors, Bolt pistol, Camo cloak [3pts], Combat knife, Frag & Krak grenades, Master-crafted instigator bolt carbine [6pts], Stratagem: Chapter Master [-2CP], Warlord

**Categories:** Faction: Imperium, Faction: Adeptus Astartes, Character, Infantry, Phobos, Primaris, HQ, Chapter Master, Warlord

**Rules:** *Angels of Death*

**Abilities:** *Camo cloak, Chapter Master, Concealed Position, Iron Halo, Marksman's Honors, Omni-scrambler*, **Unit:** *Chapter Master in Phobos Armor (Stratagem: Chapter Master)*, **Weapon:** *Bolt pistol, Combat knife, Frag grenade, Krak grenade, Master-crafted instigator bolt carbine*

Abilities	Description
<b>Camo cloak</b>	Add 2 to saving throws for this model when it receives the benefit of cover, instead of 1.
<b>Chapter Master</b>	You can re-roll hit rolls for attacks made by models in friendly <CHAPTER> units whilst their unit is within 6" of this model.'
<b>Concealed Position</b>	When you set up this model during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.
<b>Iron Halo</b>	This model has a 4+ invulnerable save.
<b>Marksman's Honors</b>	Add 1 to the Damage characteristic of ranged weapons this Warlord is equipped with. This does not apply to Grenades or Relics.
<b>Omni-scrambler</b>	Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this unit.

Unit	M	WS	BS	S	T	W	A	Ld	Save
<b>Chapter Master in Phobos Armor (Stratagem: Chapter Master)</b>	6"	2+	2+	4	4	6	5	9	3+

Weapon	Range	Type	S	AP	D	Abilities
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-
<b>Combat knife</b>	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-
<b>Master-crafted instigator bolt carbine</b>	30"	Assault 1	4	-2	3	This weapon can target a CHARACTER even if it is not the closest enemy unit.

## Troops [27 PL, 369pts]

### Infiltrator Squad [11 PL, 142pts]

**Categories:** Troops

**Rules:** *Angels of Death*

**Abilities:** *Combat Squads, Concealed Positions, Omni-scramblers, Smoke Grenades*

#### 4x Infiltrator [88pts]

**Selections:** 4x Bolt pistol, 4x Frag & Krak grenades, 4x Marksman bolt carbine

**Unit:** *Infiltrator*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Marksman bolt carbine*

#### Infiltrator Helix Adept [32pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Marksman bolt carbine

**Abilities:** *Helix Adept*, **Unit:** *Infiltrator Helix Adept*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Marksman bolt carbine*

#### Infiltrator Sergeant [22pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Marksman bolt carbine

**Unit:** *Infiltrator Sergeant*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Marksman bolt carbine*

Abilities	Description
<b>Combat Squads</b>	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.
<b>Concealed Positions</b>	When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.  At the end of your Movement phase, an Infiltrator Helix Adept can attempt to heal or revive 1 model from its unit. If the Infiltrator Helix Adept's unit contains a wounded model, that model regains 1 lost wound. If

<b>Helix Adept</b>	its unit contains no wounded models, but one or more of its models have been slain during the battle, roll a D6. On a 5+ one slain model is returned to the unit with 1 wound remaining. If the Infiltrator Helix Adept fails to revive a model, he cannot shoot in your next Shooting phase as he recovers the gene-seed of the fallen warrior.
<b>Omni-scramblers</b>	Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this unit.
<b>Smoke Grenades</b>	Once per battle, instead of shooting any weapons in the Shooting phase, this unit can use its smoke grenades; until your next Shooting phase, your opponent must subtract 1 from hit rolls for attacks made with ranged weapons that target this unit.

Unit	M	WS	BS	S	T	W	A	Ld	Save
<b>Infiltrator</b>	6"	3+	3+	4	4	2	2	7	3+
<b>Infiltrator Helix Adept</b>	6"	3+	3+	4	4	2	2	7	3+
<b>Infiltrator Sergeant</b>	6"	3+	3+	4	4	2	3	8	3+

Weapon	Range	Type	S	AP	D	Abilities
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-
<b>Marksman bolt carbine</b>	24"	Rapid Fire 1	4	0	1	Each unmodified hit roll of 6 made for this weapon's attacks automatically hits and results in a wound (do not make a wound roll for that attack).

### Infiltrator Squad [11 PL, 142pts]

**Categories:** Troops

**Rules:** *Angels of Death*

**Abilities:** *Combat Squads, Concealed Positions, Omni-scramblers, Smoke Grenades*

#### 4x Infiltrator [88pts]

**Selections:** 4x Bolt pistol, 4x Frag & Krak grenades, 4x Marksman bolt carbine

**Unit:** *Infiltrator*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Marksman bolt carbine*

#### Infiltrator Helix Adept [32pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Marksman bolt carbine

**Abilities:** *Helix Adept*, **Unit:** *Infiltrator Helix Adept*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Marksman bolt carbine*

#### Infiltrator Sergeant [22pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Marksman bolt carbine

**Unit:** *Infiltrator Sergeant*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Marksman bolt carbine*

Abilities	Description
<b>Combat Squads</b>	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.
<b>Concealed Positions</b>	When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.
<b>Helix Adept</b>	At the end of your Movement phase, an Infiltrator Helix Adept can attempt to heal or revive 1 model from its unit. If the Infiltrator Helix Adept's unit contains a wounded model, that model regains 1 lost wound. If its unit contains no wounded models, but one or more of its models have been slain during the battle, roll a D6. On a 5+ one slain model is returned to the unit with 1 wound remaining. If the Infiltrator Helix Adept fails to revive a model, he cannot shoot in your next Shooting phase as he recovers the gene-seed of the fallen warrior.
<b>Omni-scramblers</b>	Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this unit.
<b>Smoke Grenades</b>	Once per battle, instead of shooting any weapons in the Shooting phase, this unit can use its smoke grenades; until your next Shooting phase, your opponent must subtract 1 from hit rolls for attacks made with ranged weapons that target this unit.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Infiltrator	6"	3+	3+	4	4	2	2	7	3+
Infiltrator Helix Adept	6"	3+	3+	4	4	2	2	7	3+
Infiltrator Sergeant	6"	3+	3+	4	4	2	3	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Marksman bolt carbine	24"	Rapid Fire 1	4	0	1	Each unmodified hit roll of 6 made for this weapon's attacks automatically hits and results in a wound (do not make a wound roll for that attack).

### Intercessor Squad [5 PL, 85pts]

**Selections:** Bolt rifle

**Categories:** Faction: Adeptus Astartes, Faction: Imperium, Infantry, Intercessor Squad, Primaris, Troops

**Rules:** *Angels of Death*

**Abilities:** *Combat Squads*, **Weapon:** Bolt rifle

#### 4x Intercessor [68pts]

**Selections:** 4x Bolt pistol, 4x Frag & Krak grenades

**Unit:** *Intercessor*, **Weapon:** Bolt pistol, Frag grenade, Krak grenade

#### Intercessor Sergeant [17pts]

**Selections:** Bolt pistol, Frag & Krak grenades

**Unit:** *Intercessor Sergeant*, **Weapon:** Bolt pistol, Frag grenade, Krak grenade

Abilities	Description
<b>Combat Squads</b>	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Intercessor	6"	3+	3+	4	4	2	2	7	3+
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

### Elites [3 PL, -2CP, 60pts]

#### Primaris Apothecary [3 PL, -2CP, 60pts]

**Selections:** Absolver Bolt pistol, Frag & Krak grenades, Healer's Aegis, Reductor Pistol, Selfless Healer, Stratagem: Hero of the Chapter [-1CP], Stratagem: Chief Apothecary [-1CP]

**Categories:** Faction: Adeptus Astartes, Character, Apothecary, Faction: Imperium, Infantry, Primaris, Elites

**Rules:** *Angels of Death*

**Abilities:** *Healer's Aegis, Narthecium, Selfless Healer*, **Unit:** *Primaris Apothecary*, **Weapon:** *Absolver Bolt Pistol, Frag grenade, Krak grenade, Reductor Pistol*

Abilities	Description
<b>Healer's Aegis</b>	Friendly <CHAPTER> INFANTRY models have a 5+ invulnerable save whilst they are within 1" of this model
<b>Narthecium</b>	At the end of any of your Movement phases, the Apothecary can attempt to heal or revive a single model. Select a friendly <CHAPTER> INFANTRY or BIKER unit within 3" of the Apothecary. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If the Apothecary fails to revive a model he can do nothing else for the remainder of the turn (shoot, charge, fight, etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.
<b>Selfless Healer</b>	This Warlord can provide medical attention to up to two units instead of one, and a unit that was provided medical attention by this warlord can be provided with medical attention for a second time in a turn by this warlord, Note that this warlord can do so even if it is recovering the gene-seed of a fallen warrior

Unit	M	WS	BS	S	T	W	A	Ld	Save
<b>Primaris Apothecary</b>	6"	3+	3+	4	4	5	3	8	3+

Weapon	Range	Type	S	AP	D	Abilities
<b>Absolver Bolt Pistol</b>	16"	Pistol 1	5	-1	1	-
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-
<b>Reductor Pistol</b>	3"	Pistol 1	4	-3	2	-

## Heavy Support [16 PL, 302pts]

### Centurion Devastator Squad [12 PL, 210pts]

**Categories:** Faction: Adeptus Astartes, Centurion, Faction: Imperium, Centurion Devastator Squad, Infantry, Heavy Support

**Rules:** *Angels of Death*

**Abilities:** *Combat Squads, Decimator Protocols, Omniscopes*, **Unit:** *Centurion, Centurion Sergeant*

#### Centurion [70pts]

**Selections:** Hurricane bolter [10pts], Two Heavy Bolters [20pts]

**Weapon:** *Heavy bolter, Hurricane bolter*

#### Centurion [70pts]

**Selections:** Hurricane bolter [10pts], Two Heavy Bolters [20pts]

**Weapon:** *Heavy bolter, Hurricane bolter*

#### Centurion Sergeant [70pts]

**Selections:** Hurricane bolter [10pts], Two Heavy Bolters [20pts]

**Weapon:** *Heavy bolter, Hurricane bolter*

Abilities	Description
<b>Combat Squads</b>	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.
<b>Decimator Protocols</b>	Models in this unit do not suffer the penalty to hit rolls for moving and firing Heavy Weapons.
<b>Omniscopes</b>	Enemy units do not receive the benefit to their saving throws for being in cover against attacks made by a unit that includes a Centurion Sergeant.

Unit	M	WS	BS	S	T	W	A	Ld	Save
<b>Centurion</b>	4"	3+	3+	5	5	4	3	7	2+

<b>Centurion Sergeant</b>	4"	3+	3+	5	5	4	4	8	2+
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Weapon	Range	Type	S	AP	D	Abilities
<b>Heavy bolter</b>	36"	Heavy 3	5	-1	1	-
<b>Hurricane bolter</b>	24"	Rapid Fire 6	4	0	1	-

### Thunderfire Cannon [4 PL, 92pts]

**Selections:** Thunderfire Cannon

**Categories:** Faction: Adeptus Astartes, Faction: Imperium, Heavy Support, Artillery, Vehicle, Thunderfire Cannon

**Rules:** *Angels of Death*

**Abilities:** *Artillery, Blessing of the Omnissiah, Techmarine Gunner*, **Unit:** *Techmarine Gunner, Thunderfire Cannon*,

**Weapon:** *Thunderfire Cannon*

### Techmarine Gunner [37pts]

**Selections:** Bolt pistol

**Categories:** Character, Infantry, Techmarine

**Weapon:** *Bolt pistol*

### Servo-harness [11pts]

**Selections:** Flamer [6pts], Plasma cutter [5pts], 2x Servo-arm

**Weapon:** *Flamer, Plasma cutter, Standard, Plasma cutter, Supercharge, Servo-arm*

Abilities	Description
<b>Artillery</b>	<p><b>Operated Artillery:</b>You can only shoot with a Thunderfire Cannon if it is being operated. At the start of any phase, each Techmarine Gunner model from your army can operate one friendly &lt;CHAPTER&gt;Thunderfire Cannon model within 3" of it. Until the end of that phase, whilst it is within 3" of that Thunderfire Cannon, that Techmarine Gunner is said to be operating that Thunderfire Cannon</p> <p><b>Crewed Artillery:</b>After this unit is set up on the battlefield for the first time, it is divided into two units, one containing the Thunderfire Cannon and the other the Techmarine Gunner. If at any point there are no friendly &lt;CHAPTER&gt; Techmarine Gunner units within 6" of a Thunderfire Cannon, that Thunderfire Cannon is destroyed.</p>
<b>Blessing of the Omnissiah</b>	At the end of your Movement phase this model can repair a single <CHAPTER> VEHICLE within 1". That model regains D3 lost wounds. A model can only be repaired once per turn.
<b>Techmarine Gunner</b>	When a Thunderfire Cannon is set up on the battlefield, the Techmarine Gunner is set up in unit coherency with it. From that point onwards, the Techmarine Gunner is treated as a separate unit.

Unit	M	WS	BS	S	T	W	A	Ld	Save
<b>Techmarine Gunner</b>	6"	3+	2+	4	4	4	3	8	2+
<b>Thunderfire Cannon</b>	3"	6+	2+	3	6	4	1	8	2+

Weapon	Range	Type	S	AP	D	Abilities
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-
<b>Flamer</b>	8"	Assault D6	4	0	1	This weapon automatically hits its target.
<b>Plasma cutter, Standard</b>	12"	Assault 1	7	-3	1	-
<b>Plasma cutter, Supercharge</b>	12"	Assault 1	8	-3	2	On a hit roll of 1, the bearer is slain.
<b>Servo-arm</b>	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.
<b>Thunderfire Cannon</b>	60"	Heavy 4D3	5	-1	1	This weapon can target units that are not visible to the firing model.



## Battalion Detachment +5CP (Imperium - Space Marines) [33 PL, 5CP, 560pts]

Rules: *Angels of Death, Bolter Discipline, Shock Assault*

### No Force Org Slot [5CP]

#### \*\*Chapter Selection\*\*

**Selections:** Imperial Fists

**Categories:** No Force Org Slot

**Rules:** *Siege Masters*

#### Detachment CP [5CP]

**Categories:** No Force Org Slot

### HQ [10 PL, 143pts]

#### Lieutenants [5 PL, 62pts]

**Categories:** Faction: Adeptus Astartes, Character, Faction: Imperium, Infantry, Lieutenants, HQ

**Rules:** *Angels of Death*

**Abilities:** *Company Heroes, Tactical Precision*

#### Lieutenant [5 PL, 62pts]

**Selections:** Bolt pistol, Bolt pistol, Frag & Krak grenades, Storm bolter [2pts]

**Categories:** Character

**Unit:** *Lieutenant*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Storm bolter*

Abilities	Description
<b>Company Heroes</b>	During deployment, all models in this unit must be set up at the same time, though they do not need to be set up in unit coherency. From that point onwards, each Lieutenant is treated as a separate unit.
<b>Tactical Precision</b>	You can re-roll wound rolls of 1 for friendly <CHAPTER> units that are within 6" of this model.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Lieutenant	6"	2+	3+	4	4	4	3	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-

#### Lieutenants in Phobos Armor [5 PL, 81pts]

**Categories:** HQ

**Rules:** *Angels of Death*

**Abilities:** *Company Heroes*

#### Lieutenant in Phobos Armour [5 PL, 81pts]

**Selections:** Frag & Krak grenades

**Categories:** Faction: Imperium, Faction: Adeptus Astartes, Character, Infantry, Phobos, Primaris, Lieutenant

**Abilities:** *Tactical Precision, Terror Troops*, **Unit:** *Lieutenant in Phobos Armour*, **Weapon:** *Frag grenade, Krak grenade*

#### Oculus Bolt Carbine and Bolt Pistol [6pts]

**Selections:** Bolt pistol, Grav-chute [2pts], Master-crafted oculus bolt rifle [4pts], Paired Combat Blades

**Abilities:** Grav-chute, **Weapon:** Bolt pistol, Master-crafted occulus bolt rifle, Paired Combat Blades

Abilities	Description
<b>Company Heroes</b>	During deployment, all models in this unit must be set up at the same time, though they do not need to be set up in unit coherency. From that point onwards, each Lieutenant is treated as a separate unit.
<b>Grav-chute</b>	During deployment, you can set up this model in low altitude instead of placing it on the battlefield. At the end of any of your Movement phases this model can descend - set it up anywhere on the battlefield that is more than 9" away from any enemy models.
<b>Tactical Precision</b>	Re-roll wound rolls of 1 made for friendly <CHAPTER> units within 6" of this model.
<b>Terror Troops</b>	Enemy units must subtract 1 from their Leadership characteristic if they are within 3" of any Phobos Lieutenants

Unit	M	WS	BS	S	T	W	A	Ld	Save
Lieutenant in Phobos Armour	6"	2+	3+	4	4	5	4	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Master-crafted occulus bolt rifle	24"	Rapid Fire 1	4	0	2	Units do not receive the benefit of cover to their saving throws against attacks made with this weapon.
Paired Combat Blades	Melee	Melee	User	0	1	When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.

## Troops [15 PL, 255pts]

### Intercessor Squad [5 PL, 85pts]

**Selections:** Stalker Bolt Rifle

**Categories:** Faction: Adeptus Astartes, Faction: Imperium, Infantry, Intercessor Squad, Primaris, Troops

**Rules:** *Angels of Death*

**Abilities:** *Combat Squads*, **Weapon:** *Stalker Bolt Rifle*

### 4x Intercessor [68pts]

**Selections:** 4x Bolt pistol, 4x Frag & Krak grenades

**Unit:** *Intercessor*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade*

### Intercessor Sergeant [17pts]

**Selections:** Bolt pistol, Frag & Krak grenades

**Unit:** *Intercessor Sergeant*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade*

Abilities	Description
<b>Combat Squads</b>	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Intercessor	6"	3+	3+	4	4	2	2	7	3+
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

<b>Stalker Bolt Rifle</b>	36"	Heavy 1	4	-2	2	-
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### Intercessor Squad [5 PL, 85pts]

**Selections:** Stalker Bolt Rifle

**Categories:** Faction: Adeptus Astartes, Faction: Imperium, Infantry, Intercessor Squad, Primaris, Troops

**Rules:** *Angels of Death*

**Abilities:** *Combat Squads*, **Weapon:** *Stalker Bolt Rifle*

### 4x Intercessor [68pts]

**Selections:** 4x Bolt pistol, 4x Frag & Krak grenades

**Unit:** *Intercessor*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade*

### Intercessor Sergeant [17pts]

**Selections:** Bolt pistol, Frag & Krak grenades

**Unit:** *Intercessor Sergeant*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade*

Abilities	Description
<b>Combat Squads</b>	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
<b>Intercessor</b>	6"	3+	3+	4	4	2	2	7	3+
<b>Intercessor Sergeant</b>	6"	3+	3+	4	4	2	3	8	3+

Weapon	Range	Type	S	AP	D	Abilities
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-
<b>Stalker Bolt Rifle</b>	36"	Heavy 1	4	-2	2	-

### Intercessor Squad [5 PL, 85pts]

**Selections:** Stalker Bolt Rifle

**Categories:** Faction: Adeptus Astartes, Faction: Imperium, Infantry, Intercessor Squad, Primaris, Troops

**Rules:** *Angels of Death*

**Abilities:** *Combat Squads*, **Weapon:** *Stalker Bolt Rifle*

### 4x Intercessor [68pts]

**Selections:** 4x Bolt pistol, 4x Frag & Krak grenades

**Unit:** *Intercessor*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade*

### Intercessor Sergeant [17pts]

**Selections:** Bolt pistol, Frag & Krak grenades

**Unit:** *Intercessor Sergeant*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade*

Abilities	Description
<b>Combat Squads</b>	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
<b>Intercessor</b>	6"	3+	3+	4	4	2	2	7	3+
<b>Intercessor Sergeant</b>	6"	3+	3+	4	4	2	3	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Stalker Bolt Rifle	36"	Heavy 1	4	-2	2	-

## Fast Attack [4 PL, 90pts]

### Suppressor Squad [4 PL, 90pts]

**Categories:** Faction: Imperium, Faction: Adeptus Astartes, Infantry, Jump Pack, Primaris, Fly, Suppressor Squad, Fast Attack

**Rules:** *Angels of Death*

**Abilities:** *Suppressing Fire*

#### 2x Suppressor [60pts]

**Selections:** 2x Accelerator autocannon [20pts], 2x Bolt pistol, 2x Frag & Krak grenades, 2x Grav-chute [4pts]

**Abilities:** *Grav-chute*, **Unit:** *Suppressor*, **Weapon:** *Accelerator autocannon, Bolt pistol, Frag grenade, Krak grenade*

#### Suppressor Sergeant [30pts]

**Selections:** Accelerator autocannon [10pts], Bolt pistol, Frag & Krak grenades, Grav-chute [2pts]

**Abilities:** *Grav-chute, Smoke Launcher*, **Unit:** *Suppressor Sergeant*, **Weapon:** *Accelerator autocannon, Bolt pistol, Frag grenade, Krak grenade*

Abilities	Description
<b>Grav-chute</b>	During deployment, you can set up this unit in low altitude instead of placing it on the battlefield. At the end of any of your Movement phases this unit can descend - set it up anywhere on the battlefield that is more than 9" away from any enemy models.
<b>Smoke Launcher</b>	Once per battle, instead of shooting any weapons in the Shooting phase, a Suppressor Sergeant can use its smoke launcher; until your next Shooting phase, your opponent must subtract 1 from hit rolls for attacks made with ranged weapons that target this unit.
<b>Suppressing Fire</b>	If this unit destroys any enemy models in your Shooting phase with its accelerator autocannons, the destroyed model's unit cannot fire Overwatch until the end of the turn.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Suppressor	12"	3+	3+	4	4	2	2	7	3+
Suppressor Sergeant	12"	3+	3+	4	4	2	3	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Accelerator autocannon	48"	Heavy 2	7	-2	2	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

## Heavy Support [4 PL, 72pts]

### Eliminator Squad [4 PL, 72pts]

**Categories:** Faction: Imperium, Faction: Adeptus Astartes, Infantry, Phobos, Primaris, Eliminator Squad, Heavy Support

**Rules:** *Angels of Death*

**Abilities:** *Concealed Positions, Covering Fire, Guided Aim*

#### Eliminator Sergeant [24pts]

**Selections:** Bolt pistol, Bolt sniper rifle [3pts], Camo cloak [3pts], Frag & Krak grenades

**Abilities:** *Camo cloaks*, **Unit:** *Eliminator Sergeant*, **Weapon:** *Bolt pistol, Bolt sniper rifle, Bolt sniper rifle - Executioner*

## 2x Eliminator with Bolt Sniper [48pts]

**Selections:** 2x Bolt pistol, 2x Bolt sniper rifle [6pts], 2x Camo cloak [6pts], 2x Frag & Krak grenades

**Abilities:** Camo cloaks, **Unit:** Eliminator, **Weapon:** Bolt pistol, Bolt sniper rifle, Bolt sniper rifle - Executioner round, Bolt sniper rifle - Hyperfrag round, Bolt sniper rifle - Mortis round, Frag grenade, Krak grenade

Abilities	Description
<b>Camo cloaks</b>	If every model in a unit has a camo cloak you can add 2 to saving throws made for models in the unit when they receive the benefits of cover, instead of 1.
<b>Concealed Positions</b>	When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.
<b>Covering Fire</b>	The first time this unit's Eliminator Sergeant fires Overwatch with an instigator bolt carbine in your opponent's turn, this unit can, after it has resolved its Overwatch, move as if it were your Movement phase (it cannot Advance as part of this move).
<b>Guided Aim</b>	Instead of shooting in your Shooting phase, this unit's Eliminator Sergeant can guide his squad's aim. Until the end of that phase, when resolving an attack made with a ranged weapon by a model in this unit, add 1 to the hit roll and wound roll.

Unit	M	WS	BS	S	T	W	A	Ld	Save
<b>Eliminator</b>	6"	3+	3+	4	4	2	2	7	3+
<b>Eliminator Sergeant</b>	6"	3+	3+	4	4	2	3	8	3+

Weapon	Range	Type	S	AP	D	Abilities
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-
<b>Bolt sniper rifle</b>	-	-	-	-	-	This weapon can target a CHARACTER even if it is not the closest enemy unit. In addition, when attacking with this weapon, choose one of the profiles below.
<b>Bolt sniper rifle - Executioner round</b>	36"	Heavy 1	5	-1	1	This weapon can target units that are not visible to the bearer, and can target a CHARACTER unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, add 2 to the hit roll, and the target does not receive the benefit of cover to its saving throw.
<b>Bolt sniper rifle - Hyperfrag round</b>	36"	Heavy D3	5	0	1	This weapon can target a CHARACTER unit even if it is not the closest enemy unit.
<b>Bolt sniper rifle - Mortis round</b>	36"	Heavy 1	5	-2	D3	This weapon can target a CHARACTER unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-

## Force Rules

**Angels of Death:** This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines.'

**Bolter Discipline:** All ADEPTUS ASTARTES and HERETIC ASTARTES models gain this ability. Instead of following the normal rules for Rapid Fire weapons, Rapid Fire bolt weapons used by models with this ability make double the number of attacks if any of the following conditions apply: 1) The firing model's target is within half the weapon's maximum range. 2) The firing model is INFANTRY and every model in its unit remained stationary in your previous Movement phase. 3) The firing model is a TERMINATOR, BIKER, CENTURION, or DREADNOUGHT. For the purposes of this ability a Rapid Fire Bolt weapon is any weapon with the Rapid Fire type whose name includes the word 'bolt' (e.g. boltgun, bolt rifle, storm bolter, combi-bolter, hurricane bolter, inferno boltgun, etc.) This also applies when firing the boltgun profile of a combi-weapon (including the bolt weapon profile of Relics such as Blood Song and the Lion's Wrath) and when firing relics that replace a Rapid Fire bolt weapon, so long as the relic is also a rapid-fire weapon (e.g. Primarch's Wrath, Fury of Deimos, etc) The gauntlets of ultramar and the Talon of Horus are also considered Rapid Fire Bolt weapons, as is the guardian spear used by Deathwatch Watch Masters.

**Shock Assault:** If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.

## Selection Rules

**Angels of Death:** This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines.'

**Siege Masters:** When resolving an attack made with a ranged weapon by a model with this tactic, the target does not receive the benefit of cover to its saving throw and, if that attack was made with a bolt weapon (pg 166), an unmodified hit roll of 6 scores 1 additional hit.

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