Pure Black Templar (Warhammer 40,000 8th Edition) [111 PL, 11CP, 1,999pts]

Battalion Detachment +5CP (Imperium - Adeptus Astartes - Black Templars) [65 PL, 7CP, 1,183pts]

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

Configuration [8CP]

> **Battle-forged CP [3CP]**
> **Categories:** CONFIGURATION

> **Detachment CP [5CP]**
> **Categories:** CONFIGURATION

Stratagems [-1CP]

> **Specialist Detachment [-1CP]**
> **Selections:** Black Templars Sword Brethren [-1CP]
> **Categories:** STRATAGEMS

No Force Org Slot [4 PL, 90pts]

> **Inquisitor Coteaz [4 PL, 90pts]**
>
> **Selections:** 1) Terrify, Bolt pistol, Master Crafted Nemesis Daemonhammer, Psyber Eagle, Smite
>
> **Categories:** COTEAZ, IMPERIUM, INFANTRY, INQUISITOR, PSYKER, CHARACTER, FACTION: ORDO MALLEUS, HQ, NO FORCE ORG SLOT
>
> **Abilities:** *Authority of the Inquisition, Quarry, Refractor Field, Spy Network, Unquestionable Wisdom*, **Psychic Power:** *Smite, Terrify*, **Psyker:** *Inquisitor Coteaz*, **Unit:** *Inquisitor Coteaz*, **Weapon:** *Bolt pistol, Master Crafted Nemesis Daemonhammer, Psyber Eagle*

Abilities	Description	Ref
Authority of the Inquisition	INFANTRY units with this ability can embark onto any IMPERIUM TRANSPORT model, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally, and INQUISITOR TERMINATOR models can only embark upon TRANSPORTS that specifically allow TERMINATOR models to do so. If your army is battle-forged, the following rules apply: No more than one INQUISITOR unit can be included in any INQUISITION detachment (that is, a detachment that only includes INQUISITION units). If your army does not include any INQUISITION detachments, one INQUISITOR unit can be included in any other detachment without taking up a slot so long as every unit in your army (with the exception of those that are UNALIGNED) has the IMPERIUM keyword (and does not have the FALLEN keyword). That INQUISITOR unit does not prevent other units in your army benefiting from Detachment abilities (e.g. Chapter Tactics), and does not prevent abilities that require every model in your army to have that ability (e.g Combat Doctrines, Canticles of the Omnissiah). In a matched play game, that INQUISITOR unit is ignored for the purposes of the Battle Brothers rule (although all units in your army must still have the IMPERIUM faction keyword).	
Quarry	When resolving an attack made by a model in this unit against a CHAOS or DAEMON unit, you can re-roll the hit roll and you can re-roll the wound roll.	
Refractor Field	This model has a 5+ invulnerable save.	
Spy Network	When an enemy unit is set up on the battlefield as reinforcements, you can select one friendly ORDO MALLEUS unit within 6" of this model. The selected unit can shoot at that enemy unit as if it were your Shooting phase. In addition, once per battle, when your opponent uses a Stratagem, this model can use its spy network. If it does, your opponent must spend 1 additional Command Point to resolve that Stratagem, or else it has no effect and any Command Points spent on that Stratagem are considered not to have been spent. This ability cannot affect Stratagems used 'before the battle'.	
Unquestionable Wisdom	All Friendly IMPERIUM units within 6" of an Inquisitor can use the Inquisitor's Leadership characteristic instead of their own.	

Psychic Power	Warp Charge	Range	Details	Ref
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	
Terrify	6	18"	If manifested, select one enemy unit within 18" of and visible to the psyker. Until the start of your next Psychic phase, subtract 1 from the Leadership characteristic of models in that unit, and that unit cannot fire Overwatch.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Inquisitor Coteaz	2	1	Smite & 1 power from the Telethesia discipline		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Inquisitor Coteaz	6"	3+	3+	3	3	5	4	10	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Master Crafted Nemesis Daemonhammer	Melee	Melee	x2	-3	3	-	
Psyber Eagle	24"	Assault D6	4	0	1	-	

HQ [15 PL, 290pts]

Captain on Bike [6 PL, 140pts]

Selections: Frag & Krak grenades, Storm shield [10pts], Thunder hammer [40pts], Twin boltgun [2pts]

Categories: Adeptus Astartes, Character, Imperium, Captain, Biker, HQ

Rules: *Angels of Death*

Abilities: *Iron Halo, Rites of Battle, Storm shield, Turbo-boost*, **Unit:** *Captain*, **Weapon:** *Frag grenade, Krak grenade, Thunder hammer, Twin boltgun*

Abilities	Description	Ref
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.	
Storm shield	A model with a storm shield has a 3+ invulnerable save.	
Turbo-boost	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Captain	14"	2+	2+	4	5	6	4	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Twin boltgun	24"	Rapid Fire 2	4	0	1	-	

High Marshal Helbrecht [9 PL, 150pts]

Selections: Combi-melta, Frag & Krak grenades, Sword of the High Marshal

Categories: Adeptus Astartes, Black Templars, Chapter Master, Character, High Marshal Helbrecht, Imperium, Infantry, HQ

Rules: *Angels of Death, Combi Weapon*

Abilities: *Chapter Master, Crusade of Wrath, Frontline Commander, Iron Halo*, **Unit:** *High Marshal Helbrecht*, **Weapon:** *Boltgun, Frag grenade, Krak grenade, Meltagun, Sword of the High Marshal*

Abilities	Description	Ref
Chapter Master	You can re-roll any failed hit rolls from friendly CHAPTER units within 6" of this model.	
Crusade of Wrath	All friendly BLACK TEMPLARS models add 1 to their Strength characteristic whilst their unit is within 6" of this unit.	
Frontline Commander	When a friendly BLACK TEMPLARS unit within 6" of this unit Advances or makes a charge move, add 1 to the roll	
Iron Halo	This model has a 4+ invulnerable save.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
High Marshal Helbrecht	6"	2+	2+	4	4	6	5	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	
Sword of the High Marshal	Melee	Melee	+1	-3	D3	Helbrecht can make D3 additional attacks with this weapon if he charged in his turn.	

Troops [15 PL, 271pts]

Intercessor Squad [5 PL, 85pts]

Selections: Bolt rifle

Categories: ADEPTUS ASTARTES, 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, Chainsword, Frag & Krak grenades

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

Abilities	Description	Ref
Combat Squads	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	Ref
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	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-	
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Intercessor Squad [5 PL, 85pts]

Selections: Bolt rifle

Categories: ADEPTUS ASTARTES, 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, Chainsword, Frag & Krak grenades

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

Abilities	Description	Ref
Combat Squads	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	Ref
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	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-	
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Intercessor Squad [5 PL, 101pts]

Selections: Bolt rifle

Categories: Adeptus Astartes, 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 [33pts]

Selections: Bolt pistol, Frag & Krak grenades, Thunder hammer [16pts]

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

Abilities	Description	Ref
Combat Squads	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	Ref
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	Ref
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	-	
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.	

Elites [17 PL, 266pts]

Cenobyte Servitors [1 PL, 6pts]

Categories: ADEPTUS ASTARTES, BLACK TEMPLARS, IMPERIUM, INFANTRY, CENOBYTE SERVITORS, SERVITORS, ELITES

Abilities: *Chaplain's Retinue, Mindwiped, Relic of Helsreach*, **Unit:** *Cenobyte Servitors*

3x Cenobyte Servitor [6pts]

    Selections: 3x Close Combat Weapon

    Weapon: *Close Combat Weapon*

Abilities	Description	Ref
Chaplain's Retinue	If your army is battle forged this unit does not take up slots in a detachment that includes Chaplain Grimaldus	
Mindwiped	Cenobyte Servitors improve their Weapon Skill to 4+ and their Leadership to 9, whilst they are within 6" of Chaplain Grimaldus.	
Relic of Helsreach	When a model from a friendly BLACK TEMPLARS unit that within 6" of this unit would lose a wound as a result of a Mortal wound, roll a D6, on a 4+ that wound is not lost. Does not stack with any similar ability	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Cenobyte Servitors	5"	5+	5+	3	3	1	1	6	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Close Combat Weapon	Melee	Melee	User	0	1	-	

Centurion Assault Squad [16 PL, 260pts]

Categories: ADEPTUS ASTARTES, CENTURION, CENTURION ASSAULT SQUAD, IMPERIUM, INFANTRY, ELITES

Rules: *Angels of Death*

Abilities: *Combat Squads, Omniscope*, **Unit:** *Centurion, Centurion Sergeant*

Centurion [52pts]

    Selections: Hurricane bolter [10pts], Siege drills

    Weapon: *Hurricane bolter, Siege drills*

    #### Flamers [12pts]

        Selections: 2x Flamer [12pts]

        Weapon: *Flamer*

Centurion [52pts]

    Selections: Hurricane bolter [10pts], Siege drills

    Weapon: *Hurricane bolter, Siege drills*

    #### Flamers [12pts]

        Selections: 2x Flamer [12pts]

        Weapon: *Flamer*

Centurion [52pts]

    Selections: Hurricane bolter [10pts], Siege drills

    Weapon: *Hurricane bolter, Siege drills*

    #### Flamers [12pts]

        Selections: 2x Flamer [12pts]

        Weapon: *Flamer*

Centurion [52pts]

    Selections: Hurricane bolter [10pts], Siege drills

Weapon: *Hurricane bolter, Siege drills*

Flamers [12pts]
Selections: 2x Flamer [12pts]

Weapon: *Flamer*

Centurion Sergeant [52pts]
Selections: Hurricane bolter [10pts], Siege drills

Weapon: *Hurricane bolter, Siege drills*

Flamers [12pts]
Selections: 2x Flamer [12pts]

Weapon: *Flamer*

Abilities	Description	Ref
Combat Squads	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.	
Omniscope	Enemy units do not receive the benefit to their saving throws for being in cover against attacks made by a unit that includes a Centurian Sergeant.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Centurion	4"	3+	3+	5	5	4	3	7	2+	
Centurion Sergeant	4"	3+	3+	5	5	4	4	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.	
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-	
Siege drills	Melee	Melee	x2	-4	3	-	

Heavy Support [14 PL, 266pts]

Land Raider Crusader [14 PL, 266pts]

    Selections: 2x Hurricane bolter [20pts], Storm bolter [2pts], Twin assault cannon [44pts]

    Categories: Adeptus Astartes, Imperium, Land Raider, Transport, Vehicle, Land Raider Crusader, Heavy Support

    Rules: *Angels of Death, Explodes (6"/D6), Smoke Launchers*

    Abilities: *Frag Assault Launchers, Power of the Machine Spirit*, **Transport:** *Transport*, **Unit:** *Land Raider*, **Weapon:** *Hurricane bolter, Storm bolter, Twin assault cannon*, **Wound Track:** *LR Crusader 1, LR Crusader 2, LR Crusader 3*

Abilities	Description	Ref
Frag Assault Launchers	Roll a D6 each time this models finishes a charge move within 1" of an emeny unit; on a 4+ that unit suffers D3 motal wounds.	
Power of the Machine Spirit	This model does not suffer he penalty to hit rolls for moving and firing Heavy Weapons.	

Transport	Capacity	Ref
Transport	This model can transport 16 CHAPTER INFANTRY models. Each JUMP PACK or TERMINATOR model takes the space of two other infantry models and each CENTURION takes the space of three other models. It cannot transport PRIMARIS models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Land Raider	*	6+	*	8	8	16	*	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	
Twin assault cannon	24"	Heavy 12	6	-1	1	-	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
LR Crusader 1	9-16+	10"	3+	6	
LR Crusader 2	5-8	5"	4+	D6	
LR Crusader 3	1-4	3"	5+	1	

Battalion Detachment +5CP (Imperium - Adeptus Astartes - Black Templars) [46 PL, 4CP, 816pts]

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

Configuration [5CP]

Detachment CP [5CP]

    Categories: Configuration

HQ [27 PL, -1CP, 433pts]

Chaplain [5 PL, -1CP, 99pts]

Selections: 1. Litany of Divine Protection, 5. Fervent Acclamation, Crozius arcanum, Frag & Krak grenades, Jump Pack [1 PL, 18pts], Litany of Hate, Power fist [9pts], Stratagem: Master of Sanctity [-1CP], The Aurillian Shroud, Warlord, Wise Orator

Categories: ADEPTUS ASTARTES, CHARACTER, IMPERIUM, INFANTRY, CHAPLAIN, PRIEST, HQ, MASTER OF SANCTITY, FLY, JUMP PACK, WARLORD

Rules: *Angels of Death*

Abilities: *1. Litany of Divine Protection, 5. Fervent Acclamation, Jump Pack Assault, Litany of Hate, Rosarius, Spiritual Leaders, The Aurillian Shroud, Wise Orator*, **Unit:** *Chaplain (Jump Pack)*, **Weapon:** *Crozius arcanum, Frag grenade, Krak grenade, Power fist*

Abilities	Description	Ref
1. Litany of Divine Protection	If this litany is inspriring, select one BLACK TEMPLARS unit within 6" of this model. When a model in that unit would lose a wound, roll one D6; on a 5+ that wound is not lost.	
5. Fervent Acclamation	If this litany is inspriring, add 3" to the range of friendly BLACK TEMPLARS units' aura abilities whilst they are within 6" of this model	
Jump Pack Assault	During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Litany of Hate	If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly<CHAPTER> units whilst their unit is within 6" of this model	
Rosarius	This model has a 4+ invulnerable save.	
Spiritual Leaders	All friendly CHAPTER units within 6" of this model can use the Chaplain's Leadership instead of their own.	
The Aurillian Shroud	Once per battle at the start of the battle round, a model with this relic can unveil the Aurillian Shroud. Until the end of the battle round friendly BLACK TEMPLARS units have a 4+ invulnerable save whilst thier unit is within 3" of a model with this relic.	
Wise Orator	When you roll to determine if a llitany recited by this Warlord is inspiring, you can re-roll the dice	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Chaplain (Jump Pack)	12"	2+	3+	4	4	4	3	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Crozius arcanum	Melee	Melee	+1	-1	2	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	

Chaplain Venerable Dreadnought [11 PL, 167pts]

Selections: 5. Recitation of Focus, Twin lascannon [40pts]

Categories: ADEPTUS ASTARTES, IMPERIUM, VEHICLE, CHARACTER, DREADNOUGHT, CHAPLAIN VENERABLE DREADNOUGHT, HQ, <CHAPTER>

Rules: *Angels of Death*

Abilities: *5. Recitation of Focus, Dreadnought Character, Icon of Hate, Reliquarius, Smoke Launchers, Unstoppable Fury, Unyielding Ancient*, **Explosion:** *Explodes*, **Unit:** *Chaplain Dreadnought*, **Weapon:** *Twin lascannon*

Melee weapon [22pts]

Selections: Dreadnought combat weapon [20pts], Storm bolter [2pts]

Weapon: *Dreadnought combat weapon, Storm bolter*

Abilities	Description	Ref
5. Recitation of Focus	If this litany is inspiring, select one friendly <CHAPTER> unit within 6" of this model. When resolving an attack made with a ranged weapon by a model in that unit, add 1 to the hit roll	
Dreadnought Character	This model may not be given any relics.	
Icon of Hate	All friendly models with the <CHAPTER> keyword in combat with the same unit as a model with this ability add +1 to their Strength characteristic for the duration of the Fight phase.	
Reliquarius	This model has a 5+ invulnerable save.	
Smoke Launchers	Once per game, instead of shooting any weapon in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.	
Unstoppable Fury	You can re-roll hit rolls of 1 for this model if it is equipped with two Dreadnought combat weapons.	
Unyielding Ancient	Roll a D6 each time this model loses a wound; on a 6 the damage is ignored and that wound is not lost.	

Explosion	Dice roll	Distance	Mortal wounds	Ref
Explodes	6	6"	D3	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Chaplain Dreadnought	6"	2+	2+	6	7	9	4	10	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	
Twin lascannon	48"	Heavy 2	9	-3	D6	-	

Chaplain Venerable Dreadnought [11 PL, 167pts]

Selections: 4. Mantra of Strength, Twin lascannon [40pts]

Categories: Adeptus Astartes, Imperium, Vehicle, Character, Dreadnought, Chaplain Venerable Dreadnought, HQ, <Chapter>

Rules: *Angels of Death*

Abilities: *4. Mantra of Strength, Dreadnought Character, Icon of Hate, Reliquarius, Smoke Launchers, Unstoppable Fury, Unyielding Ancient,* **Explosion:** *Explodes,* **Unit:** *Chaplain Dreadnought,* **Weapon:** *Twin lascannon*

Melee weapon [22pts]

Selections: Dreadnought combat weapon [20pts], Storm bolter [2pts]

Weapon: *Dreadnought combat weapon, Storm bolter*

Abilities	Description	Ref
4. Mantra of Strength	If this litany is inspiring, add 1 to this model's Attacks and Strength characteristics and add 1 to the Damage characteristic of melee weapons this model is equipped with.	
Dreadnought Character	This model may not be given any relics.	
Icon of Hate	All friendly models with the <CHAPTER> keyword in combat with the same unit as a model with this ability add +1 to their Strength characteristic for the duration of the Fight phase.	
Reliquarius	This model has a 5+ invulnerable save.	
Smoke Launchers	Once per game, instead of shooting any weapon in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.	
Unstoppable Fury	You can re-roll hit rolls of 1 for this model if it is equipped with two Dreadnought combat weapons.	
Unyielding Ancient	Roll a D6 each time this model loses a wound; on a 6 the damage is ignored and that wound is not lost.	

Explosion	Dice roll	Distance	Mortal wounds	Ref
Explodes	6	6"	D3	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Chaplain Dreadnought	6"	2+	2+	6	7	9	4	10	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	
Twin lascannon	48"	Heavy 2	9	-3	D6	-	

Troops [15 PL, 291pts]

Incursor Squad [5 PL, 95pts]

Categories: Infantry, Troops, Adeptus Astartes, Imperium

Rules: *Angels of Death*

Abilities: *Combat Squads, Concealed Positions, Multi-spectrum array*

4x Incursor [76pts]

Selections: 4x Bolt pistol, 4x Frag & Krak grenades, 4x Occulus bolt carbine, 4x Paired Combat Blades, 4x Smoke Grenades

Abilities: *Smoke Grenades*, **Unit:** *Incursor*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Occulus bolt carbine, Paired Combat Blades*

Incursor Sergeant [19pts]

Selections: Bolt pistol, Frag & Krak grenades, Occulus bolt carbine, Paired Combat Blades, Smoke Grenades

Abilities: *Smoke Grenades*, **Unit:** *Incursor Sergeant*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Occulus bolt carbine, Paired Combat Blades*

Abilities	Description	Ref
Combat Squads	Before any models are deployed at the start of the game, a Tactical Squad containing 10 models may be split into two units, each containing 5 models.	
Concealed Positions	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.	
Multi-spectrum array	When resolving an attack made with a ranged weapon by a model in this unit, ignore hit roll modifiers and Ballistic Skill modifiers.	
Smoke Grenades	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	Ref
Incursor	6"	3+	3+	4	4	2	2	7	3+	
Incursor Sergeant	6"	3+	3+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Occulus bolt carbine	24"	Rapid Fire 1	4	0	1	When resolving an attack made with this weapon, the target does not receive the benefit of cover to its saving throw.	
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.	

Incursor Squad [5 PL, 95pts]

Categories: Infantry, Troops, Adeptus Astartes, Imperium

Rules: *Angels of Death*

Abilities: *Combat Squads, Concealed Positions, Multi-spectrum array*

4x Incursor [76pts]

Selections: 4x Bolt pistol, 4x Frag & Krak grenades, 4x Occulus bolt carbine, 4x Paired Combat Blades, 4x Smoke Grenades

Abilities: *Smoke Grenades*, **Unit:** *Incursor*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Occulus bolt carbine, Paired Combat Blades*

Incursor Sergeant [19pts]

Selections: Bolt pistol, Frag & Krak grenades, Occulus bolt carbine, Paired Combat Blades, Smoke Grenades

Abilities: *Smoke Grenades*, **Unit:** *Incursor Sergeant*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Occulus bolt carbine, Paired Combat Blades*

Abilities	Description	Ref
Combat Squads	Before any models are deployed at the start of the game, a Tactical Squad containing 10 models may be split into two units, each containing 5 models.	
Concealed Positions	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.	
Multi-spectrum array	When resolving an attack made with a ranged weapon by a model in this unit, ignore hit roll modifiers and Ballistic Skill modifiers.	
Smoke Grenades	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	Ref
Incursor	6"	3+	3+	4	4	2	2	7	3+	
Incursor Sergeant	6"	3+	3+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Occulus bolt carbine	24"	Rapid Fire 1	4	0	1	When resolving an attack made with this weapon, the target does not receive the benefit of cover to its saving throw.	
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.	

Intercessor Squad [5 PL, 101pts]

Selections: Bolt rifle

Categories: Adeptus Astartes, 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 [33pts]

Selections: Bolt pistol, Frag & Krak grenades, Thunder hammer [16pts]

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

Abilities	Description	Ref
Combat Squads	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	Ref
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	Ref
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	-	
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.	

Heavy Support [4 PL, 92pts]

Thunderfire Cannon [4 PL, 92pts]

Selections: Thunderfire Cannon

Categories: Adeptus Astartes, 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	Ref
Artillery	Operated Artillery: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 <CHAPTER>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 Crewed Artillery: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 <CHAPTER> Techmarine Gunner units within 6" of a Thunderfire Cannon, that Thunderfire Cannon is destroyed.	
Blessing of the Omnissiah	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.	
Techmarine Gunner	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	Ref
Techmarine Gunner	6"	3+	2+	4	4	4	3	8	2+	
Thunderfire Cannon	3"	6+	2+	3	6	4	1	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.	
Plasma cutter, Standard	12"	Assault 1	7	-3	1	-	
Plasma cutter, Supercharge	12"	Assault 1	8	-3	2	On a hit roll of 1, the bearer is slain.	
Servo-arm	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.	
Thunderfire Cannon	60"	Heavy 4D3	5	-1	1	This weapon can target units that are not visible to the firing model.	

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. (White Dwarf Feb 2019)

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.' ()

Combi Weapon: When attacking with this weapon, choose one or both of the profiles. If you choose both, subtract 1 from all hit rolls for this weapon. ()

Explodes (6"/D6): If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds. ()

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this models can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it. ()

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