

## Ur test2 (Warhammer 40,000 8th Edition) [70 PL, 6CP, 1,497pts]

### Battalion Detachment +5CP (Imperium - Adeptus Astartes - Ultramarines) [70 PL, 6CP, 1,497pts]

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

#### Configuration [8CP]

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

**Selections:** Long-range Marksmen, Stealthy

**Categories:** CONFIGURATION

**Abilities:** *Long-range Marksmen, Stealthy*

Abilities	Description	Ref
<b>Long-range Marksmen</b>	Add 3" to the Range characteristic of ranged weapons models with this tactic are equipped with.	
<b>Stealthy</b>	When resolving an attack made with a ranged weapon against a unit with this tactic by a model that is more than 12" away, that unit is treated as having the benefit of cover to its saving throw.	

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

**Categories:** CONFIGURATION

##### **Detachment CP [5CP]**

**Categories:** CONFIGURATION

#### HQ [13 PL, -2CP, 232pts]

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

**Selections:** 1. Shoot and Fade, Bolt pistol, Camo cloak [3pts], Combat knife, Frag & Krak grenades, Master-crafted instigator bolt carbine [6pts], Stratagem: Chapter Master [-2CP], Warlord

**Categories:** IMPERIUM, ADEPTUS ASTARTES, CHARACTER, INFANTRY, PHOBOS, PRIMARIS, HQ, CHAPTER MASTER, WARLORD

**Rules:** *Angels of Death*

**Abilities:** *Camo cloak, Chapter Master, Concealed Position, Iron Halo, Omni-scrambler, Shoot and Fade, 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	Ref
<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>Omni-scrambler</b>	Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this unit.	
<b>Shoot and Fade</b>	At the start of your Shooting phase, you can select one friendly <CHAPTER> PHOBOSunit within 6" of this Warlord. After shooting with that unit, it can move as if it were your Movement phase; if it does, it must Advance and cannot declare a charge in the following Charge phase.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<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	Ref
<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.	

## Lieutenants in Phobos Armour [4 PL, 81pts]

Categories: HQ

### Lieutenant in Phobos Armour [4 PL, 81pts]

**Selections:** Artificer Armor, Frag & Krak grenades

**Categories:** IMPERIUM, ADEPTUS ASTARTES, CHARACTER, INFANTRY, PHOBOS, PRIMARIS, LIEUTENANT

**Rules:** *Angels of Death*

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

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

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

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

Abilities	Description	Ref
<b>Artificer Armor</b>	A model with this Relic has a Save characteristic of 2+ and a 5+ invulnerable save.	
<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>	You can re-roll wound rolls of 1 for friendly <CHAPTER> units that are 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	Ref
Lieutenant in Phobos Armour	6"	2+	3+	4	4	5	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<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>Master-crafted occulus bolt rifle</b>	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.	
<b>Paired Combat Blades</b>	Melee	Melee	User	0	1	When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.	

### Techmarine [4 PL, 52pts]

**Selections:** Frag & Krak grenades, Power axe [5pts], Servo-arm, Storm bolter [2pts]

**Categories:** ADEPTUS ASTARTES, CHARACTER, IMPERIUM, INFANTRY, TECHMARINE, HQ

**Rules:** *Angels of Death*

**Abilities:** *Blessing of the Omnissiah*, **Unit:** *Techmarine*, **Weapon:** *Frag grenade, Krak grenade, Power axe, Servo-arm, Storm bolter*

Abilities	Description	Ref
<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.	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-	
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-	
<b>Power axe</b>	Melee	Melee	+1	-2	1	-	
<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>Storm bolter</b>	24"	Rapid Fire 2	4	0	1	-	

### Troops [15 PL, 345pts]

#### Incursur Squad [5 PL, 105pts]

**Selections:** Haywire Mine [10pts]

**Categories:** INFANTRY, TROOPS, ADEPTUS ASTARTES, IMPERIUM

**Rules:** *Angels of Death*

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

#### 4x Incursur [76pts]

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

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

#### Incursur Sergeant [19pts]

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

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

Abilities	Description	Ref
<b>Combat Squads</b>	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.	
<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>Haywire Mine</b>	In your Movement phase, one model from your army with a haywire mine that has not been primed can prime it. At any point during that model's move, place one Primed Haywire Mine within 1" of it, more than 3" away from any enemy models and more than 6" away from any other Primed Haywire Mines. If an enemy unit moves within 3" of that Primed Haywire Mine, roll one D6; on a 2+ that enemy unit suffers D3 mortal wounds. If that unit is a VEHICLE, it suffers D3+1 mortal wounds instead. That Primed Haywire Mine is then removed from play. The Primed Haywire Mine is represented by the Primed Haywire Mine model, but does not count as a model for any rules purposes.	
<b>Multi-spectrum array</b>	When resolving an attack made with a ranged weapon by a model in this unit, ignore hit roll modifiers and Ballistic Skill modifiers.	
<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	Ref
<b>Incursor</b>	6"	3+	3+	4	4	2	2	7	3+	
<b>Incursor Sergeant</b>	6"	3+	3+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<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>Occulus bolt carbine</b>	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.	
<b>Paired Combat Blades</b>	Melee	Melee	User	0	1	When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.	

### Infiltrator Squad [5 PL, 120pts]

**Selections:** Infiltrator Comms Array [10pts]

**Categories:** TROOPS

**Rules:** *Angels of Death*

**Abilities:** *Combat Squads, Concealed Positions, Infiltrator Comms Array, 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 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	Ref
<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>Infiltrator Comms Array</b>	Whilst this unit contains a model with an Infiltrator comms array, if there are any friendly <CHAPTER> PHOBOS CAPTAIN or <CHAPTER> PHOBOS LIEUTENANT models on the battlefield, this unit is always treated as being within range of those models' Rites of Battle and Tactical Precision abilities.	
<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	Ref
<b>Infiltrator</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	Ref
<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 [5 PL, 120pts]

**Selections:** Infiltrator Comms Array [10pts]

**Categories:** TROOPS

**Rules:** *Angels of Death*

**Abilities:** *Combat Squads, Concealed Positions, Infiltrator Comms Array, 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 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	Ref
<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>Infiltrator Comms Array</b>	Whilst this unit contains a model with an Infiltrator comms array, if there are any friendly <CHAPTER> PHOBOS CAPTAIN or <CHAPTER> PHOBOS LIEUTENANT models on the battlefield, this unit is always treated as being within range of those models' Rites of Battle and Tactical Precision abilities.	
<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	Ref
<b>Infiltrator</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	Ref
<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).	

### Elites [26 PL, 608pts]

### Invictor Tactical Warsuit [6 PL, 136pts]

**Selections:** Fragstorm Grenade Launcher [4pts], Heavy bolter [10pts], Invictor fist, 2x Ironhail Heavy Stubber [12pts], Twin ironhail autocannon [20pts]

**Categories:** VEHICLE, ELITES, ADEPTUS ASTARTES, IMPERIUM

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

**Abilities:** *Concealed Position, Heavy Sidearm*, **Unit:** *Invictor Tactical Warsuit*, **Weapon:** *Fragstorm Grenade Launcher, Heavy bolter, Invictor fist, Ironhail Heavy Stubber, Twin ironhail autocannon*, **Wound Track:** *Invictor Tactical Warsuit 1, Invictor Tactical Warsuit 2, Invictor Tactical Warsuit 3*

Abilities	Description	Ref
<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>Heavy Sidearm</b>	Whilst this model is within 1" of any enemy units, its heavy bolter has a Type characteristic of Pistol 3	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Invictor Tactical Warsuit	*	*	*	7	6	13	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Fragstorm Grenade Launcher</b>	18"	Assault D6	4	0	1	-	
<b>Heavy bolter</b>	36"	Heavy 3	5	-1	1	-	
<b>Invictor fist</b>	Melee	Melee	x2	-3	3		
<b>Ironhail Heavy Stubber</b>	36"	Heavy 3	4	-1	1	-	
<b>Twin ironhail autocannon</b>	48"	Heavy 6	7	-1	2		

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
<b>Invictor Tactical Warsuit 1</b>	7-13+	10"	3+	3+	
<b>Invictor Tactical Warsuit 2</b>	4-6	8"	4+	4+	
<b>Invictor Tactical Warsuit 3</b>	1-3	6"	5+	5+	



### Invictor Tactical Warsuit [6 PL, 136pts]

**Selections:** Fragstorm Grenade Launcher [4pts], Heavy bolter [10pts], Invictor fist, 2x Ironhail Heavy Stubber [12pts], Twin ironhail autocannon [20pts]

**Categories:** VEHICLE, ELITES, ADEPTUS ASTARTES, IMPERIUM

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

**Abilities:** *Concealed Position, Heavy Sidearm*, **Unit:** *Invictor Tactical Warsuit*, **Weapon:** *Fragstorm Grenade Launcher, Heavy bolter, Invictor fist, Ironhail Heavy Stubber, Twin ironhail autocannon*, **Wound Track:** *Invictor Tactical Warsuit 1, Invictor Tactical Warsuit 2, Invictor Tactical Warsuit 3*

Abilities	Description	Ref
<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>Heavy Sidearm</b>	Whilst this model is within 1" of any enemy units, its heavy bolter has a Type characteristic of Pistol 3	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Invictor Tactical Warsuit	*	*	*	7	6	13	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Fragstorm Grenade Launcher</b>	18"	Assault D6	4	0	1	-	
<b>Heavy bolter</b>	36"	Heavy 3	5	-1	1	-	
<b>Invictor fist</b>	Melee	Melee	x2	-3	3		
<b>Ironhail Heavy Stubber</b>	36"	Heavy 3	4	-1	1	-	
<b>Twin ironhail autocannon</b>	48"	Heavy 6	7	-1	2		

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
<b>Invictor Tactical Warsuit 1</b>	7-13+	10"	3+	3+	
<b>Invictor Tactical Warsuit 2</b>	4-6	8"	4+	4+	
<b>Invictor Tactical Warsuit 3</b>	1-3	6"	5+	5+	

### Invictor Tactical Warsuit [6 PL, 136pts]

**Selections:** Fragstorm Grenade Launcher [4pts], Heavy bolter [10pts], Invictor fist, 2x Ironhail Heavy Stubber [12pts], Twin ironhail autocannon [20pts]

**Categories:** VEHICLE, ELITES, ADEPTUS ASTARTES, IMPERIUM

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

**Abilities:** *Concealed Position, Heavy Sidearm*, **Unit:** *Invictor Tactical Warsuit*, **Weapon:** *Fragstorm Grenade Launcher, Heavy bolter, Invictor fist, Ironhail Heavy Stubber, Twin ironhail autocannon*, **Wound Track:** *Invictor Tactical Warsuit 1, Invictor Tactical Warsuit 2, Invictor Tactical Warsuit 3*

Abilities	Description	Ref
<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>Heavy Sidearm</b>	Whilst this model is within 1" of any enemy units, its heavy bolter has a Type characteristic of Pistol 3	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Invictor Tactical Warsuit	*	*	*	7	6	13	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Fragstorm Grenade Launcher</b>	18"	Assault D6	4	0	1	-	
<b>Heavy bolter</b>	36"	Heavy 3	5	-1	1	-	
<b>Invictor fist</b>	Melee	Melee	x2	-3	3		
<b>Ironhail Heavy Stubber</b>	36"	Heavy 3	4	-1	1	-	
<b>Twin ironhail autocannon</b>	48"	Heavy 6	7	-1	2		

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
<b>Invictor Tactical Warsuit 1</b>	7-13+	10"	3+	3+	
<b>Invictor Tactical Warsuit 2</b>	4-6	8"	4+	4+	
<b>Invictor Tactical Warsuit 3</b>	1-3	6"	5+	5+	

### Reiver Squad [4 PL, 100pts]

**Selections:** Bolt Carbine, Grapnel Launcher [10pts], Grav Chutes [10pts]

**Categories:** ADEPTUS ASTARTES, IMPERIUM, INFANTRY, PRIMARIS, REIVER SQUAD, PHOBOS, ELITES

**Rules:** *Angels of Death*

**Abilities:** *Combat Squads, Grapnel Launcher, Grav Chutes, Terror Troops*, **Weapon:** *Bolt Carbine*

#### 4x Reiver [64pts]

**Selections:** 4x Frag & Krak grenades, 4x Heavy Bolt Pistol, 4x Shock Grenades

**Unit:** *Reiver*, **Weapon:** *Frag grenade, Heavy Bolt Pistol, Krak grenade, Shock Grenades*

#### Reiver Sergeant [16pts]

**Selections:** Bolt Carbine, Combat knife, Frag & Krak grenades, Shock Grenades

**Unit:** *Reiver Sergeant*, **Weapon:** *Bolt Carbine, Combat knife, Frag grenade, Krak grenade, Shock Grenades*

Abilities	Description	Ref
<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>Grapnel Launcher</b>	When models with grapnel launchers move in the Movement phase, do not count any vertical distance they move against the total they can move (i.e. moving vertically is free for these models in the Movement phase). In addition, during deployment, you can set up this unit, if it is equipped with grapnel launchers, behind enemy lines instead of placing it on the battlefield. At the end of your Movement phases this unit can join the battle - set it up within 6" of a battlefield edge of your choice and more than 9" away from any enemy models.	
<b>Grav Chutes</b>	During deployment, you can set it up in high orbit 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>Terror Troops</b>	Enemy units must subtract 1 from their Leadership characteristic if they are within 3" of any Reivers.	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt Carbine</b>	24"	Assault 2	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>Heavy Bolt Pistol</b>	12"	Pistol 1	4	-1	1	-	
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-	
<b>Shock Grenades</b>	6"	Grenade D3	0	0	0	A shock grenade doesn't inflict any damage. Instead, each time a shock grenade hits an enemy INFANTRY unit, it is stunned until the end of the turn - it cannot fire Overwatch and your opponent must subtract 1 from any hit rolls made for the unit. Second and subsequent hits from a shock grenade have no additional effect.	

### Reiver Squad [4 PL, 100pts]

**Selections:** Combat knife, Grapnel Launcher [10pts], Grav Chutes [10pts]

**Categories:** ADEPTUS ASTARTES, IMPERIUM, INFANTRY, PRIMARIS, REIVER SQUAD, PHOBOS, ELITES

**Rules:** *Angels of Death*

**Abilities:** *Combat Squads, Grapnel Launcher, Grav Chutes, Terror Troops*, **Weapon:** *Combat knife*

**4x Reiver [64pts]**

**Selections:** 4x Frag & Krak grenades, 4x Heavy Bolt Pistol, 4x Shock Grenades  
**Unit:** *Reiver*, **Weapon:** *Frag grenade, Heavy Bolt Pistol, Krak grenade, Shock Grenades*

**Reiver Sergeant [16pts]**

**Selections:** Combat knife, Frag & Krak grenades, Heavy Bolt Pistol, Shock Grenades  
**Unit:** *Reiver Sergeant*, **Weapon:** *Combat knife, Frag grenade, Heavy Bolt Pistol, Krak grenade, Shock Grenades*

Abilities	Description	Ref
<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>Grapple Launcher</b>	When models with grapnel launchers move in the Movement phase, do not count any vertical distance they move against the total they can move (i.e. moving vertically is free for these models in the Movement phase). In addition, during deployment, you can set up this unit, if it is equipped with grapnel launchers, behind enemy lines instead of placing it on the battlefield. At the end of your Movement phases this unit can join the battle - set it up within 6" of a battlefield edge of your choice and more than 9" away from any enemy models.	
<b>Grav Chutes</b>	During deployment, you can set it up in high orbit 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>Terror Troops</b>	Enemy units must subtract 1 from their Leadership characteristic if they are within 3" of any Reivers.	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
<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>Heavy Bolt Pistol</b>	12"	Pistol	1	4	-1	1	-
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-	
<b>Shock Grenades</b>	6"	Grenade D3	0	0	0	A shock grenade doesn't inflict any damage. Instead, each time a shock grenade hits an enemy INFANTRY unit, it is stunned until the end of the turn - it cannot fire Overwatch and your opponent must subtract 1 from any hit rolls made for the unit. Second and subsequent hits from a shock grenade have no additional effect.	

**Heavy Support [12 PL, 216pts]**

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

**Categories:** IMPERIUM, 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 round, Bolt sniper rifle - Hyperfrag round, Bolt sniper rifle - Mortis round, Frag grenade, Krak grenade*

**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	Ref
<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	Ref
<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	Ref
<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 CHARACTERunit 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 CHARACTERunit 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	-	

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

**Categories:** IMPERIUM, 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 round, Bolt sniper rifle - Hyperfrag round, Bolt sniper rifle - Mortis round, Frag grenade, Krak grenade*

#### 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	Ref
<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	Ref
<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	Ref
<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 CHARACTERunit 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 CHARACTERunit 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	-	

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

**Categories:** IMPERIUM, 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 round, Bolt sniper rifle - Hyperfrag round, Bolt sniper rifle - Mortis round, Frag grenade, Krak grenade*

**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	Ref
<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	Ref
<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	Ref
<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 CHARACTERunit 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 CHARACTERunit 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	-	

**Dedicated Transport [4 PL, 96pts]**

## Impulsor [4 PL, 96pts]

**Selections:** 2x Storm Bolters [4pts], Bellicatus Missile Array [17pts]

**Categories:** DEDICATED TRANSPORT, ADEPTUS ASTARTES, FLY, VEHICLE, TRANSPORT, IMPERIUM

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

**Abilities:** *Assault Vehicle, Hover Tank, Repulsor Field*, **Transport:** *Impulsor*, **Unit:** *Impulsor*, **Weapon:** *Bellicastus Missile Array - Frag, Bellicastus Missile Array - Icarus, Bellicastus Missile Array - Krak, Storm bolter*, **Wound Track:** *Impulsor Wound Track 1, Impulsor Wound Track 2, Impulsor Wound Track 3*

Abilities	Description	Ref
<b>Assault Vehicle</b>	After this model moves in your Movement phase, if this model did not Advance, any units embarked aboard it can disembark. Units that do so cannot be chosen to charge with that turn.	
<b>Hover Tank</b>	Distances and ranges are always measured to and from this model's hull even though it has a base.	
<b>Repulsor Field</b>	Your opponent must subtract 2 from any charge rolls made for units that declare a charge against a Repulsor.	

Transport	Capacity	Ref
<b>Impulsor</b>	This model has a transport capacity of 6 <CHAPTER> PRIMARIS INFANTRY models. It cannot transport JUMP PACK or MK X GRAVIS models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Impulsor</b>	*	6+	*	7	7	11	*	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bellicastus Missile Array - Frag</b>	48"	Heavy D6	4	0	1	-	
<b>Bellicastus Missile Array - Icarus</b>	48"	Heavy D3	7	-1	D3	When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY; otherwise subtract 1 from the hit roll	
<b>Bellicastus Missile Array - Krak</b>	48"	Heavy 1	8	-2	D6	-	
<b>Storm bolter</b>	24"	Rapid Fire 2	4	0	1	-	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
<b>Impulsor Wound Track 1</b>	6-11+	14"	3+	3	
<b>Impulsor Wound Track 2</b>	3-5	7"	4+	D3	
<b>Impulsor Wound Track 3</b>	1-2	4"	5+	1	

## 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.' ()

**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. ()

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