

AZRAEL

115 pts

M

T

SV

W

LD

OC

6"

4

2+

6

6+

1

Lion's Wrath, The Sword of Secrets

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Lion's Wrath [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	2	2+	8	-3	2
MELEE WEAPONS	RANGE	A	WS	S	AP	D
The Sword of Secrets [DEVASTATING WOUNDS]	Melee	6	2+	6	-4	2

ABILITIES

RULES: Oath of Moment

Supreme Grand Master

While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Masterful Tactician

At the start of your Command phase, if this model is on the battlefield, you gain 1CP.

The Lion Helm

Models in the bearer's unit have a 4+ invulnerable save. In addition, once per battle, in any phase, the bearer can summon a Watcher in the Dark. When it does, until the end of the phase, models in the bearer's unit have the Feel No Pain 4+ ability against mortal wounds.

Invulnerable save

4+

Leader

- This model can be attached to the following units:
- Assault Intercessor Squad
 - Bladeguard Veteran Squad
 - Hellblaster Squad
 - Infernus Squad
 - Inner Circle Companions
 - Intercessor Squad
 - Sternguard Veteran Squad
 - Tactical Squad

KEYWORDS: Epic Hero, Character, Infantry, Grenades, Imperium, Tacticus, Azrael, Chapter Master, Deathwing

FACTION KEYWORDS:
Faction: Dark Angels,
Faction: Adeptus Astartes

LION EL'JONSON

315 pts

M

T

SV

W

LD

OC

8"

9

2+

10

5+

4

Arma Luminis, Fealty, Warlord

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Arma Luminis - bolt [PISTOL]	12"	4	2+	4	-1	2
Arma Luminis - plasma [PISTOL]	12"	2	2+	8	-3	2
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Fealty - strike [LETHAL HITS]	Melee	8	2+	12	-4	4
Fealty - sweep [SUSTAINED HITS 1]	Melee	16	2+	6	-3	2
PRIMARCH OF THE FIRST LEGION						
Mist-wreathed Shadow Realms: In your Command phase, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.						
Martial Exemplar [Aura]: While a friendly Adeptus Astartes unit is within 6" of this model, each time a model in that unit makes a melee attack, re-roll a hit roll of 1 and re-roll a wound roll of 1.						
No Hiding From the Watchers [Aura]: While a friendly Adeptus Astartes unit is within 6" of this model, models in that unit have the Feel No Pain 4+ ability against mortal wounds.						

ABILITIES

RULES: Deep Strike, Fights First, Oath of Moment

Primarch of the First Legion

In your Command phase, select one Primarch of the First Legion abilities (see left). Until the start of your next Command phase, this model has that ability.

The Emperor's Shield

Each time an attack is allocated to this model, if the Strength characteristic of that attack is greater than the Toughness characteristic of this model, subtract 1 from the Wound roll.

Dark Angels Bodyguard

While this model is within 3" of one or more friendly Adeptus Astartes Infantry units, this model has the Lone Operative ability.

Invulnerable save

3+

KEYWORDS: Epic Hero, Character, Monster, Imperium, Primarch, Lion El'Jonson, Warlord

FACTION KEYWORDS:
Faction: Dark Angels,
Faction: Adeptus Astartes

CAPTAIN IN TERMINATOR ARMOUR

95 pts

M

T

SV

W

LD

OC

5"

5

2+

6

6+

1

Storm Bolter, Relic Weapon

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm Bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Relic Weapon	Melee	6	2+	5	-2	2

ABILITIES

RULES: Leader, Deep Strike, Oath of Moment

Leader

This model can be attached to the following units:

■ Relic Terminator Squad

■ Terminator Assault Squad

■ Terminator Squad

Unstoppable Valour

You can re-roll Charge rolls made for this model's unit.

Rites of Battle

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Invulnerable Save

4+

KEYWORDS: Character, Infantry, Captain, Imperium, Terminator, Deathwing

FACTION KEYWORDS:
Faction: Adeptus Astartes

LIEUTENANT WITH COMBI-WEAPON

70 pts

M

T

SV

W

LD

OC

6"

4

3+

4

6+

1

Combi-weapon, Paired Combat Blades

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Paired Combat Blades [ANTI-INFANTRY 4+, SUSTAINED HITS 1]	Melee	5	2+	4	-1	1

ABILITIES

RULES: Feel No Pain 5+, Infiltrators, Lone Operative, Stealth, Oath of Moment

Priority Objective Identified

At the start of the first battle round, if your army includes one or more models with this ability, you can select one objective marker on the battlefield. Until the end of the battle, while one or more models with this ability are on the battlefield, each time a friendly ADEPTUS ASTARTES model makes an attack that targets an enemy unit that is within range of that objective marker, re-roll a Wound roll of 1.

Evade and Survive

Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move

Lone Survivor

This model cannot be selected to be your WARLORD.

KEYWORDS: Character, Infantry, Grenades, Imperium, Lieutenant with Combi-weapon, Phobos, Lieutenant

FACTION KEYWORDS:
Faction: Adeptus Astartes

ASSAULT INTERCESSORS WITH JUMP PACKS

90 pts

M

T

SV

W

LD

OC

12"

4

3+

2

6+

1

Heavy Bolt Pistol, Astartes Chainsword 4x
Astartes Chainsword, Heavy Bolt Pistol

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol (x5) [PISTOL]	18"	1	3+	4	-1	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes Chainsword (x5)	Melee	4	3+	4	-1	1

ABILITIES

RULES: Oath of Moment, Deep Strike

Hammer of Wrath

Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in this unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound.

KEYWORDS: Infantry, Grenades, Imperium, Fly, Tacticus, Jump Pack, Assault Intercessors with Jump Packs

FACTION KEYWORDS:
Faction: Adeptus Astartes

DEATHWING KNIGHTS

250 pts

M

T

SV

W

LD

OC

5"

5

2+

4

6+

1

4x Great Weapon of the Unforgiven
Mace of absolution

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Mace of absolution (x4) [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	4	2+	6	-2	2
Great Weapon of the Unforgiven [DEVASTATING WOUNDS, SUSTAINED HITS 1]	Melee	5	2+	6	-2	2

ABILITIES

RULES: Deep Strike, Oath of Moment

Inner Circle

Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack.

Invulnerable Save

4+

Attached Unit

If a Character unit from your army with the Leader ability can be attached to a Terminator Squad, it can be attached to this unit instead.

Teleport Homer

At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for 0CP, but when resolving that Stratagem, you must set this unit up within 3" horizontally of that token and not within 9" horizontally of any enemy models. That token is then removed.

KEYWORDS: Infantry, Imperium, Deathwing Knights, Terminator, Deathwing

FACTION KEYWORDS:
Faction: Dark Angels,
Faction: Adeptus Astartes

INFERNUS SQUAD

90 pts

M

T

SV

W

LD

OC

6"

4

3+

2

6+

1

4x Bolt Pistol, Close Combat Weapon, Pyreblaster

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt Pistol (x5) [PISTOL]	12"	1	3+	4	0	1
Pyreblaster (x5) [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close Combat Weapon (x5)	Melee	3	3+	4	0	1

ABILITIES

RULES: **Oath of Moment**

Purge the Foe

In your Shooting phase, after this unit has shot, you can select one enemy Infantry unit hit by one or more of those attacks made with a pyreblaster. That enemy unit must take a Battle-shock test, subtracting 1 from that test.

KEYWORDS: Infantry, Grenades, Imperium, Tacticus, Infernus Squad

FACTION KEYWORDS:
Faction: Adeptus Astartes

INNER CIRCLE COMPANIONS

180 pts

M

T

SV

W

LD

OC

6"

4

3+

3

6+

2

6x Calibanite Greatsword, Heavy Bolt Pistol

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol (x6) [PISTOL]	18"	1	3+	4	-1	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
▶ Calibanite Greatsword - Strike (x6) [LETHAL HITS]	Melee	4	3+	6	-2	2
▶ Calibanite Greatsword - Sweep (x6) [SUSTAINED HITS 2]	Melee	5	3+	6	-2	1

ABILITIES

RULES: **Oath of Moment**

Attached Unit

If a Character unit from your army with the Leader ability can be attached to a Sternguard Veteran Squad, it can be attached to this unit instead.

Braziers of Judgement

While a Character model is leading this unit, each time an attack targets this unit, subtract 1 from the Hit roll.

Emnity for the Unworthy

Each time a model in this unit makes an attack that targets a Character unit, add 1 to the Hit roll.

KEYWORDS: Infantry, Imperium, Tacticus, Inner Circle Companions, Deathwing

FACTION KEYWORDS:
Faction: Dark Angels,
Faction: Adeptus Astartes

TERMINATOR SQUAD

170 pts

M

T

SV

W

LD

OC

5"

5

2+

3

6+

1

Storm Bolter, Power Fist 4x
Power Fist, Storm Bolter

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm Bolter (x5) [RAPID FIRE 2]	24"	2	3+	4	0	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power Fist (x5)	Melee	3	3+	8	-2	2

ABILITIES

RULES: Deep Strike, Oath of Moment

Teleport Homer
At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" horizontally of that token and not within 9" horizontally of any enemy models. That token is then removed.

Fury of the First
Each time a model in this unit makes an attack that targets your Oath of Moment target, add 1 to the Hit roll.

Invulnerable Save
4+

KEYWORDS: Infantry, Imperium, Terminator, Terminator Squad, Deathwing

FACTION KEYWORDS:
Faction: Adeptus Astartes

BRUTALIS DREADNOUGHT

160 pts

M

T

SV

W

LD

OC

8"

10

2+

12

6+

4

Twin Icarus Ironhail Heavy Stubber, Brutalis Talons, Twin Multi-melta

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin Icarus Ironhail Heavy Stubber [ANTI-FLY 4+, RAPID FIRE 3, TWIN-LINKED]	36"	3	3+	4	0	1
Twin Multi-melta [MELTA 2, TWIN-LINKED]	18"	2	3+	9	-4	D6
MELEE WEAPONS	RANGE	A	WS	S	AP	D
▶ Brutalis Talons - Strike [TWIN-LINKED]	Melee	6	3+	12	-2	3
▶ Brutalis Talons - Sweep [TWIN-LINKED]	Melee	10	3+	7	-2	1

ABILITIES

RULES: Deadly Demise D3, Oath of Moment

Brutalis Charge
Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: Vehicle, Dreadnought, Walker, Brutalis Dreadnought, Imperium, Deathwing

FACTION KEYWORDS:
Faction: Adeptus Astartes

GLADIATOR LANCER

160 pts

M

T

SV

W

LD

OC

10"

10

3+

12

6+

3

Armoured Hull, Lancer Laser Destroyer, Two fragstorm grenade launchers

RANGED WEAPONS

RANGE

A

BS

S

AP

D

Lancer Laser Destroyer [HEAVY]

72"

2

3+

14

-4

D6+3

Fragstorm Grenade Launcher (x2) [BLAST]

18"

D6

3+

4

0

1

MELEE WEAPONS

RANGE

A

WS

S

AP

D

Armoured Hull

Melee

3

4+

6

0

1

ABILITIES

RULES: Deadly Demise D3, Oath of Moment

Aquillon Optics

Each time this model is selected to shoot, you can re-roll one Hit roll, you can re-roll one Wound roll and you can re-roll one Damage roll when resolving its attacks

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: Vehicle, Imperium, Smoke, Gladiator Lancer

FACTION KEYWORDS:

Faction: Adeptus Astartes

Army Roster (Imperium - Adeptus Astartes - Dark Angels)

Oath of Moment

If your Army Faction is Adeptus Astartes, at the start of your Command phase, select one unit from your opponent’s army. Until the start of your next Command phase, that enemy unit is your Oath of Moment target. Each time a model with this ability makes an attack that targets your Oath of Moment target:

- You can reroll the Hit roll
- If you are using a Codex: Space Marines Detachment and your army does not include one or more units with the Black Templars, Blood Angels, Dark Angels, Deathwatch or Space Wolves keywords, add 1 to the Wound roll as well.

Oath of Moment

If your Army Faction is Adeptus Astartes, at the start of your Command phase, select one unit from your opponent’s army. Until the start of your next Command phase, that enemy unit is your Oath of Moment target. Each time a model with this ability makes an attack that targets your Oath of Moment target:

- You can reroll the Hit roll
- If you are using a Codex: Space Marines Detachment and your army does not include one or more units with the Black Templars, Blood Angels, Dark Angels, Deathwatch or Space Wolves keywords, add 1 to the Wound roll as well.

Anti-

Weapons with [ANTI-KEYWORD X+] in their profile are known as Anti weapons. Each time an attack is made with such a weapon against a target with the keyword after the word ‘Anti-’, an unmodified Wound roll of ‘x+’ scores a Critical Wound.

Devastating Wounds

Weapons with [DEVASTATING WOUNDS] in their profile are known as Devastating Wounds weapons. Each time an attack is made with such a weapon, if that attack scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated to models after all other attacks made by the attacking unit have been allocated and resolved. After that attack is allocated and after any modifiers are applied, it inflicts a number of mortal wounds on the target equal to the Damage characteristic of that attack, instead of inflicting damage normally.

Rapid Fire

Weapons with [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon targets a unit within half that weapon’s range, the Attacks characteristic of that weapon is increased by the amount denoted by ‘x’.

Deep Strike

During the Declare Battle Formations step, if every model in a unit has this ability, you can set it up in Reserves instead of setting it up on the battlefield. If you do, in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

If a unit with the Deep Strike ability arrives from Strategic Reserves, the controlling player can choose for that unit to be set up either using the rules for Strategic Reserves or using the Deep Strike ability.

Fights First

Units with this ability that are eligible to fight do so in the Fights First step, provided every model in the unit has this ability.

Pistol

Weapons with [PISTOL] in their profile are known as Pistols. If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player’s Shooting phase even while it is within Engagement Range of one or more enemy units. When such a unit is selected to shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of. In such circumstances, a Pistol can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.

If a model is equipped with one or more Pistols, unless it is a MONSTER or VEHICLE model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets.

Lethal Hits

Weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons. Each time an attack is made with such a weapon, a Critical Hit automatically wounds the target.

Sustained Hits

Weapons with [SUSTAINED HITS X] in their profile are known as Sustained Hits weapons. Each time an attack is made with such a weapon, if a Critical Hit is rolled, that attack scores a number of additional hits on the target as denoted by ‘x’

Leader

While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack successfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit.

Each time the last model in a Bodyguard unit is destroyed, each CHARACTER unit that is part of that Attached unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.

Each time the last model in a CHARACTER unit that is attached to a Bodyguard unit is destroyed and there is not another CHARACTER unit attached, that Attached unit’s Bodyguard unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.

Each time a unit that is part of an Attached unit is destroyed, it does not have the keywords of any other units that make up that Attached unit (unless it has those keywords on its own datasheet) for the purposes of any rules that would be triggered when that unit is destroyed.

Feel No Pain 5+

Some models have 'Feel No Pain x+' listed in their abilities. Each time a model with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll one D6: if the result is greater than or equal to the number denoted by 'x': that wound is ignored and is not lost. If a model has more than one Feel No Pain ability, you can only use one of those abilities each time that model suffers damage and so would lose a wound.

Infiltrators

During deployment, if every model in a unit has this ability, then when you set it up, it can be set up anywhere on the battlefield that is more than 9" horizontally away from the enemy deployment zone and all enemy models.

Lone Operative

Unless part of an Attached unit, this unit can only be selected as the target of a ranged attack if the attacking model is within 12".

Stealth

If every model in a unit has this ability, then each time a ranged attack is made against it, subtract 1 from that attack’s Hit roll.

Heavy

Weapons with [HEAVY] in their profile are known as Heavy weapons. Each time an attack is made with such a weapon, if the attacking model's unit Remained Stationary this turn, add 1 to that attack's Hit roll.

Precision

Weapons with [PRECISION] in their profile are known as Precision weapons. Each time an attack made with such a weapon successfully wounds an Attached unit, if a Character model in that unit is visible to the attacking model, the attacking model's player can choose to have that attack allocated to that Character model instead of following the normal attack sequence.

Ignores Cover

Weapons with [IGNORES COVER] in their profile are known as Ignores Cover weapons. Each time an attack is made with such a weapon, the target cannot have the Benefit of Cover against that attack.

Torrent

Weapons with [TORRENT] in their profile are known as Torrent weapons. Each time an attack is made with such a weapon, that attack automatically hits the target.

Deadly Demise D3

Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6").

Twin-linked

Weapons with [TWIN-LINKED] in their profile are known as Twin-linked weapons. Each time an attack is made with such a weapon, you can re-roll that attack’s Wound roll.

Melta

Weapons with [MELTA X] in their profile are known as Melta weapons. Each time an attack made with such a weapon targets a unit within half that weapon’s range, that attack’s Damage characteristic is increased by the amount denoted by ‘x’.

Blast

Weapons with [BLAST] in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit).