

# SPACE MARINES SUMMER UPDATE

New units have been released for the forces of the Adeptus Astartes, and their datasheets can be found in this update. *Codex: Space Marines* describes how these units can be taken as part of a Chapter from that publication, however they are also available to many other Space Marine Chapters.

## BLOOD ANGELS

The following new units are available to the Blood Angels:

- Captain in Phobos Armour
- Librarian in Phobos Armour
- Lieutenants in Phobos Armour
- Eliminator Squad
- Impulsor
- Incursor Squad
- Infiltrator Squad
- Invictor Tactical Warsuit
- Repulsor Executioner
- Suppressor Squad

Replace the <CHAPTER> keyword in every instance on the datasheets for the units listed above with **BLOOD ANGELS** (or the keyword of a Blood Angels Successor Chapter, e.g. **FLESH TEARERS**). For example, if you include an Infiltrator Squad and you decide they are part of the Blood Angels Chapter, their <CHAPTER> keyword becomes **BLOOD ANGELS** and their Infiltrator Comms Array ability reads 'Whilst this unit contains a model with an Infiltrator comms array, if there are any friendly **BLOOD ANGELS PHOBOS CAPTAIN** or **BLOOD ANGELS 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.'

If you include a Librarian in Phobos Armour and you decide it is from the Blood Angels, change the final sentence of its Psyker ability to read: 'It knows *Smite* and two psychic powers from the Obscuration discipline (see *Codex: Space Marines*) or two psychic powers from the Sanguinary discipline (see *Codex: Blood Angels*).'

## DARK ANGELS

The following new units are available to the Dark Angels:

- Captain in Phobos Armour
- Librarian in Phobos Armour
- Lieutenants in Phobos Armour
- Eliminator Squad
- Impulsor
- Incursor Squad
- Infiltrator Squad
- Invictor Tactical Warsuit
- Repulsor Executioner
- Suppressor Squad

Replace the <CHAPTER> keyword in every instance on the datasheets for the units listed

above with **DARK ANGELS** (or the keyword of a Dark Angels Successor Chapter, e.g. **ANGELS OF ABSOLUTION**). For example, if you include a Lieutenant in Phobos Armour and you decide it is part of the Dark Angels Chapter, its <CHAPTER> keyword becomes **DARK ANGELS** and its Tactical Precision ability reads 'Re-roll wound rolls of 1 for attacks made by models in friendly **DARK ANGELS** units whilst their unit is within 6" of this model.'

If you include a Captain in Phobos Armour in your army and you decide it is from the Dark Angels, replace all instances of Captain on its datasheet with Master and replace its **CAPTAIN** keyword with **MASTER**.

If you include an Infiltrator Squad in your army and you decide they are from the Dark Angels, replace the **CAPTAIN** keyword in the Infiltrator Comms Array ability of that unit's datasheet with **MASTER**.

If you include a Librarian in Phobos Armour and you decide it is from the Dark Angels, replace the And They Shall Know No Fear ability with Inner Circle (see *Codex: Dark Angels*) and it gains the **DEATHWING** Faction keyword. Change the final sentence of its Psyker ability to read: 'It knows *Smite* and two psychic powers from the Obscuration discipline (see *Codex: Space Marines*) or two psychic powers from the Interromancy discipline (see *Codex: Dark Angels*).'

## SPACE WOLVES

The following new units are available to the Space Wolves:

- Captain in Phobos Armour
- Librarian in Phobos Armour
- Lieutenants in Phobos Armour
- Eliminator Squad
- Impulsor
- Incursor Squad
- Infiltrator Squad
- Invictor Tactical Warsuit
- Repulsor Executioner
- Suppressor Squad

Replace the <CHAPTER> keyword in every instance on the datasheets for the units listed above with **SPACE WOLVES**. For example, if you include an Impulsor and you decide it is part of the Space Wolves Chapter, its <CHAPTER> keyword becomes **SPACE WOLVES** and its Transport ability reads 'This model has a transport capacity of 6 **SPACE WOLVES PRIMARIS INFANTRY** models. It cannot transport **JUMP PACK** or **Mk X GRAVIS** models.'

If you include a Captain in Phobos Armour in your army and you decide it is from the Space Wolves, replace all instances of Captain on its datasheet with Wolf Lord and replace its **CAPTAIN** keyword with **WOLF LORD**. Change

the name of its Rites of Battle ability to Jarl of Fenris.

If you include a Lieutenant in Phobos Armour in your army and you decide it is from the Space Wolves, replace all instances of Lieutenant on its datasheet with Battle Leader and replace its **LIEUTENANT** keyword with **BATTLE LEADER**. Change the name of its Tactical Precision ability to Huskarl to the Jarl.

If you include an Infiltrator Squad in your army and you decide they are from the Space Wolves, change the Infiltrator Comms Array ability to read: 'Whilst this unit contains a model with an Infiltrator comms array, if there are any friendly **SPACE WOLVES PHOBOS WOLF LORD** or **SPACE WOLVES PHOBOS BATTLE LEADER** models on the battlefield, this unit is always treated as being within range of those models' Jarl of Fenris and Huskarl to the Jarl abilities.'

If you include a Librarian in Phobos Armour and you decide it is from the Space Wolves, replace all instances of Librarian on its datasheet with Rune Priest, replace its **LIBRARIAN** keyword with **RUNE PRIEST**, and replace all instances of force sword on its datasheet with runic sword. Change the final sentence of its Psyker ability to read: 'It knows *Smite* and two psychic powers from the Obscuration discipline (see *Codex: Space Marines*) or two psychic powers from the Tempestas discipline (see *Codex: Space Wolves*).'

## DEATHWATCH

The following new units are available to the Deathwatch:

- Repulsor Executioner

Replace the <CHAPTER> keyword in every instance on the Repulsor Executioner's datasheet with **DEATHWATCH**. For example, if you include a Repulsor Executioner and you decide it is part of the Deathwatch Chapter, its <CHAPTER> keyword becomes **DEATHWATCH** and its Transport ability reads 'This model has a transport capacity of 6 **DEATHWATCH PRIMARIS INFANTRY** models. Each **Mk X GRAVIS** model takes up the space of 2 other models. It cannot transport **JUMP PACK** models.'

# ABILITIES

The abilities below are common to several of the units found on the following pages.

## AND THEY SHALL KNOW NO FEAR

*The Space Marines of the Adeptus Astartes stand unafraid before the greatest terrors of the galaxy.*

When a Morale test is taken for this unit, you can re-roll the dice.

## BOLTER DISCIPLINE

*To a Space Marine, the boltgun is far more than a weapon – it is an instrument of Mankind's divinity, the bringer of death to his foes.*

Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapon's maximum range.
- The firing model is **INFANTRY** and every model in its unit remained stationary in your previous Movement phase.
- The firing model is a **TERMINATOR**, **BIKER**, **CENTURION** or **DREADNOUGHT**.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon with the Rapid Fire type. A bolt weapon is any weapon whose profile includes the word 'bolt' (boltgun, bolt rifle, storm bolter, combi-bolter, hurricane bolter, etc.), and any Relic that replaces a bolt weapon (e.g. Primarch's Wrath). Rules that apply to bolt weapons also apply to the boltgun profile of combiweapons, and the bolter profile of Relics that replace combi-weapons.

## SHOCK ASSAULT

*The Adeptus Astartes are elite shock troops who strike with the fury of a thunderbolt. Few opponents can withstand this onslaught.*

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.



## CAPTAIN IN PHOBOS ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
<b>Captain in Phobos Armour</b>	6"	2+	2+	4	4	6	5	9	3+	
A Captain in Phobos Armour is a single model equipped with: bolt pistol; master-crafted instigator bolt carbine; combat knife; frag grenades; krak grenades. It has a camo cloak.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Master-crafted instigator bolt carbine	30"	Assault 1		4	-2	3	This weapon can target a <b>CHARACTER</b> unit even if it is not the closest enemy unit.			
Combat knife	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.			
Frag grenades	6"	Grenade D6		3	0	1	-			
Krak grenades	6"	Grenade 1		6	-1	D3	-			
ABILITIES	<b>And They Shall Know No Fear, Bolter Discipline, Shock Assault</b> (pg 2)						<b>Iron Halo:</b> This model has a 4+ invulnerable save.			
<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" away from the enemy deployment zone and any enemy models.							<b>Rites of Battle:</b> Re-roll hit rolls of 1 for attacks made by models in friendly <CHAPTER> units whilst their unit is within 6" of this model.			
<b>Omni-scrambler:</b> Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this model.							<b>Camo Cloak:</b> When resolving an attack made with a ranged weapon against this model whilst it is receiving the benefit of cover, add 2 to the saving throw instead of 1.			
FACTION KEYWORDS	<b>IMPERIUM, ADEPTUS ASTARTES, &lt;CHAPTER&gt;</b>									
KEYWORDS	<b>CHARACTER, INFANTRY, PHOBOS, PRIMARIS, CAPTAIN</b>									



## LIEUTENANTS IN PHOBOS ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
<b>Lieutenant in Phobos Armour</b>	6"	2+	3+	4	4	5	4	8	3+	
This unit contains 1 Lieutenant in Phobos Armour. It can additionally contain 1 Lieutenant in Phobos Armour ( <b>Power Rating +4</b> ). Every model is equipped with: bolt pistol; master-crafted occulus bolt carbine; paired combat blades; frag grenades; krak grenades. Every model has a grav-chute.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Heavy bolt pistol	12"	Pistol 1		4	-1	1	-			
Master-crafted occulus bolt carbine	24"	Rapid Fire 1		4	0	2	When resolving an attack made with this weapon, the target does not receive the benefit of cover to its saving throw.			
Combat knife	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack 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.			
Frag grenades	6"	Grenade D6		3	0	1	-			
Krak grenades	6"	Grenade 1		6	-1	D3	-			
WARGEAR OPTIONS	<ul style="list-style-type: none"> <li>Any model can be equipped with 1 heavy bolt pistol and 1 combat knife instead of 1 master-crafted occulus bolt carbine, 1 paired combat blades and 1 bolt pistol. If it is, it has smoke grenades instead of a grav-chute and gains the <b>REIVER</b> keyword.</li> </ul>									
ABILITIES	<b>And They Shall Know No Fear, Bolter Discipline, Shock Assault</b> (pg 2)						<b>Company Heroes:</b> During deployment, every model 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 model is treated as a separate unit.			
<b>Grav-chute:</b> If this model has a grav-chute, then during deployment you can set up this model in low altitude instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.							<b>Smoke Grenades:</b> If this model has smoke grenades, then once per battle, instead of shooting in your Shooting phase, it can use its smoke grenades. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.			
<b>Terror Troops:</b> Whilst any <b>REIVER</b> units from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each <b>REIVER</b> unit from your army that is within 3" of that enemy unit (to a maximum of -3).							<b>Tactical Precision:</b> Re-roll wound rolls of 1 for attacks made by models in friendly <CHAPTER> units whilst their unit is within 6" of this model.			
FACTION KEYWORDS	<b>IMPERIUM, ADEPTUS ASTARTES, &lt;CHAPTER&gt;</b>									
KEYWORDS	<b>CHARACTER, INFANTRY, PHOBOS, PRIMARIS, LIEUTENANTS</b>									



## LIBRARIAN IN PHOBOS ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
<b>Librarian in Phobos Armour</b>	6"	3+	3+	4	4	5	4	9	3+
A Librarian in Phobos Armour is a single model equipped with: bolt pistol; force sword; frag grenades; krak grenades. It has a camo cloak.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Force sword	Melee	Melee		User	-3	D3	-		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
ABILITIES	<b>And They Shall Know No Fear, Bolter Discipline, Shock Assault</b> (pg 2)  <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" away from the enemy deployment zone and any enemy models.						<b>Camo Cloak:</b> When resolving an attack made with a ranged weapon against this model whilst it is receiving the benefit of cover, add 2 to the saving throw instead of 1.  <b>Psychic Hood:</b> When a Deny the Witch test is taken for this model to resist a psychic power manifested by an enemy model within 12", add 1 to the total.		
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows <i>Smite</i> and two psychic powers from the Obscuration discipline (see <i>Codex: Space Marines</i> ).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>								
KEYWORDS	CHARACTER, INFANTRY, PHOBOS, PRIMARIS, PSYKER, LIBRARIAN								



## INFILTRATOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
<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+
This unit contains 1 Infiltrator Sergeant and 4 Infiltrators. It can additionally contain up to 5 Infiltrators ( <b>Power Rating +5</b> ). It can contain 1 Infiltrator Helix Adept instead of 1 Infiltrator. Every model is equipped with: bolt pistol; marksman bolt carbine; frag grenades; krak grenades. Every model has smoke grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Marksman bolt carbine	24"	Rapid Fire 1		4	0	1	When resolving an attack made with this weapon, an unmodified hit roll of 6 automatically scores a hit and successfully wounds the target (do not make a wound roll).		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• If this unit does not contain 1 Infiltrator Helix Adept, 1 Infiltrator can additionally have an Infiltrator comms array.								
ABILITIES	<b>And They Shall Know No Fear, Bolter Discipline, Shock Assault</b> (pg 2)  <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" away from the enemy deployment zone and any enemy models.  <b>Helix Adept:</b> At the end of your Movement phase, this unit's Infiltrator Helix Adept can provide medical attention to this unit. If this unit contains a model that has lost any wounds, that model regains 1 lost wound. Otherwise, if any models from this unit have been destroyed, roll one D6; on a 5+ you can return one destroyed model from this unit to the battlefield with 1 wound remaining, placing it within 3" of this unit's Infiltrator Helix Adept and in unit coherency (if the model cannot be placed in this way, it is not returned to the battlefield). On a 4 or less, this unit's Infiltrator Helix Adept cannot shoot this turn as it recovers the gene-seed of the fallen warrior. Each unit can only be provided medical attention once per turn.						<b>Combat Squads:</b> If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.  <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 in your Shooting phase, this unit can use its smoke grenades. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this unit, subtract 1 from the hit roll.  <b>Infiltrator Comms Array:</b> Whilst this unit contains a model with an Infiltrator comms array, if there are any friendly <CHAPTER> <b>PHOBOS CAPTAIN</b> or <CHAPTER> <b>PHOBOS LIEUTENANT</b> models on the battlefield, this unit is always treated as being within range of those models' Rites of Battle and Tactical Precision abilities.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>								
KEYWORDS	INFANTRY, PHOBOS, PRIMARIS, INFILTRATOR SQUAD								



# INCURSOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Incursor	6"	3+	3+	4	4	2	2	7	3+
Incursor Sergeant	6"	3+	3+	4	4	2	3	8	3+

This unit contains 1 Incursor Sergeant and 4 Incursors. It can additionally contain up to 5 Incursors (**Power Rating +5**). Every model is equipped with: bolt pistol; oculus bolt carbine; paired combat blades; frag grenades; krak grenades. Every model has smoke grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Oculus 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.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS** • 1 Incursor can additionally have a haywire mine.

ABILITIES	DESCRIPTION
<b>And They Shall Know No Fear, Bolter Discipline, Shock Assault</b> (pg 2)	
<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 <b>VEHICLE</b> , 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>Combat Squads:</b> If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 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" away from the enemy deployment zone and any enemy models.	
<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 in your Shooting phase, this unit can use its smoke grenades. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this unit, subtract 1 from the hit roll.	

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** INFANTRY, PHOBOS, PRIMARIS, INCURSOR SQUAD



# INVICTOR TACTICAL WARSUIT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Invictor Tactical Warsuit	*	*	*	7	6	13	4	8	3+

An Invictor Tactical Warsuit is a single model equipped with: fragstorm grenade launcher; heavy bolter; incendium cannon; 2 ironhail heavy stubbers; Invictor fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Incendium cannon	12"	Heavy 2D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	-
Twin ironhail autocannon	48"	Heavy 6	7	-1	2	-
Invictor fist	Melee	Melee	x2	-3	3	-

**WARGEAR OPTIONS** • This model can be equipped with 1 twin ironhail autocannon instead of 1 incendium cannon.

ABILITIES	DESCRIPTION
<b>And They Shall Know No Fear, Bolter Discipline, Shock Assault</b> (pg 2)	
<b>Explodes:</b> When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.	
<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" away 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.	

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** VEHICLE, INVICTOR TACTICAL WARSUIT

### DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	BS
7-13+	10"	3+	3+
4-6	8"	4+	4+
1-3	6"	5+	5+



## SUPPRESSOR SQUAD



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

This unit contains 1 Suppressor Sergeant and 2 Suppressors. Every model is equipped with: accelerator autocannon; bolt pistol; frag grenades; krak grenades. Every model has a grav-chute.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Accelerator autocannon	48"	Heavy 2	7	-2	2	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

**ABILITIES**

**And They Shall Know No Fear, Bolter Discipline, Shock Assault** (pg 2)

**Grav-chute:** During deployment, you can set up this unit in low altitude instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

**Smoke Launcher:** Once per battle, instead of shooting in your Shooting phase, this unit's Suppressor Sergeant can use his smoke launcher. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this unit, subtract 1 from the hit roll.

**Suppressing Fire:** If an enemy model is destroyed as a result of an attack made with an accelerator autocannon by a model in this unit, that enemy model's unit cannot fire Overwatch this turn.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** INFANTRY, JUMP PACK, PRIMARIS, FLY, SUPPRESSOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Eliminator	6"	3+	3+	4	4	2	2	7	3+
Eliminator Sergeant	6"	3+	3+	4	4	2	3	8	3+

This unit contains 1 Eliminator Sergeant and 2 Eliminators. Every model is equipped with: bolt pistol; bolt sniper rifle; frag grenades; Krak grenades. Every model has a camo cloak.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt sniper rifle	When you choose this weapon to shoot with, select one of the profiles below.					
- Executioner round	36"	Heavy 1	5	-1	1	This weapon can target units that are not visible to the bearer, and can target a <b>CHARACTER</b> 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.
- Hyperfrag round	36"	Heavy D3	5	0	1	This weapon can target a <b>CHARACTER</b> unit even if it is not the closest enemy unit.
- Mortis round	36"	Heavy 1	5	-2	D3	This weapon can target a <b>CHARACTER</b> 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.
Instigator bolt carbine	24"	Assault 1	4	-1	2	This weapon can target a <b>CHARACTER</b> even if it is not the closest enemy unit.
Las fusil	36"	Heavy 1	8	-3	3	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

**WARGEAR OPTIONS**

- The Eliminator Sergeant can be equipped with one of the following instead of 1 bolt sniper rifle: 1 instigator bolt carbine; 1 las fusil.
- Every Eliminator can be equipped with 1 las fusil instead of 1 bolt sniper rifle.

**ABILITIES**

**And They Shall Know No Fear, Bolter Discipline, Shock Assault** (pg 2)

**Camo Cloak:** When resolving an attack made with a ranged weapon against a model in this unit whilst it is receiving the benefit of cover, add 2 to the saving throw instead of 1.

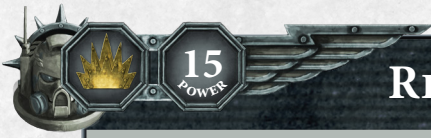
**Guided Aim:** Instead of shooting in your Shooting phase, this unit's Eliminator Sergeant can guide his squad's aim. Until the end of that phase, when resolving an attack made with a ranged weapon by a model in this unit, add 1 to the hit roll and wound roll.

**Covering Fire:** 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).

**Concealed Positions:** When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

**FACTION KEYWORDS** IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

**KEYWORDS** INFANTRY, PHOBOS, PRIMARIS, ELIMINATOR SQUAD



# REPULSOR EXECUTIONER

## DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Repulsor Executioner	*	6+	*	8	8	16	*	9	3+

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

A Repulsor Executioner is a single model equipped with: 2 fragstorm grenade launchers; heavy onslaught gatling cannon; macro plasma incinerator; 2 storm bolters; twin heavy bolter; twin Icarus ironhail heavy stubber. It has auto launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Heavy laser destroyer	72"	Heavy 2	10	-4	D6	When resolving an attack made with this weapon, a damage roll of 1 or 2 counts as 3 instead.
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-
Icarus rocket pod	24"	Heavy D3	7	-1	2	When resolving an attack made with this weapon, add 1 to the hit roll if the target can <b>FLY</b> ; otherwise subtract 1 from the hit roll.
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	-
Macro plasma incinerator	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	36"	Heavy D6	8	-4	1	-
- Supercharge	36"	Heavy D6	9	-4	2	For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting this weapon.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin Icarus ironhail heavy stubber	36"	Heavy 6	4	-1	1	When resolving an attack made with this weapon, add 1 to the hit roll if the target can <b>FLY</b> ; otherwise subtract 1 from the hit roll.

WARGEAR OPTIONS
<ul style="list-style-type: none"> <li>This model can be equipped with 1 heavy laser destroyer instead of 1 macro plasma incinerator.</li> <li>This model can additionally be equipped with 1 ironhail heavy stubber.</li> <li>This model can additionally be equipped with 1 Icarus rocket pod.</li> </ul>

ABILITIES	
<p><b>And They Shall Know No Fear, Bolter Discipline, Shock Assault</b> (pg 2)</p> <p><b>Aquila Optics:</b> If, in your Movement phase, this model does not move or moves a distance less than half its Move characteristic, it can shoot with its heavy laser destroyer or macro plasma incinerator twice in the following Shooting phase (the weapon must target the same unit both times).</p> <p><b>Repulsor Field:</b> If any units with this ability are chosen as targets of a charge, subtract 2 from the charge roll.</p> <p><b>Hover Tank:</b> Distances are always measured to and from this model's hull.</p>	<p><b>Power of the Machine Spirit:</b> This model does not suffer the penalty for moving and firing Heavy weapons.</p> <p><b>Auto Launchers:</b> Instead of shooting in your Shooting phase, this model can use its auto launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.</p> <p><b>Explodes:</b> When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.</p>

TRANSPORT
This model has a transport capacity of 6 <CHAPTER> PRIMARIS INFANTRY models. Each MK X GRAVIS model takes up the space of 2 other models. It cannot transport JUMP PACK models.

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS
VEHICLE, TRANSPORT, FLY, REPULSOR, REPULSOR EXECUTIONER





# IMPULSOR

## DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Impulsor	*	6+	*	7	7	11	*	8	3+

REMAINING W	M	BS	A
6-11+	14"	3+	3
3-5	7"	4+	D3
1-2	4"	5+	1

An Impulsor is a single model equipped with: 2 storm bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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Bellicatus missile array	When you choose this weapon to shoot with, select one of the profiles below.					
- Krak missiles	48"	Heavy 1	8	-2	D6	-
- Frag missiles	48"	Heavy D6	4	0	1	-
- Icarus missiles	48"	Heavy D3	7	-1	D3	When resolving an attack made with this weapon, add 1 to the hit roll if the target can <b>FLY</b> ; otherwise subtract 1 from the hit roll.
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	-
Ironhail skytalon array	36"	Heavy 6	4	-1	1	When resolving an attack made with this weapon, add 1 to the hit roll and 1 to the wound roll if the target can <b>FLY</b> ; otherwise subtract 1 from the hit roll.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS
<ul style="list-style-type: none"> <li>This model can additionally be equipped with 1 ironhail heavy stubber.</li> <li>This model can be equipped with 2 fragstorm grenade launchers instead of 2 storm bolters.</li> <li>This model can have a shield dome or an orbital comms array, or can be equipped with one of the following: 1 bellicatus missile array; 1 ironhail skytalon array.</li> </ul>

ABILITIES	
<p><b>And They Shall Know No Fear, Bolter Discipline, Shock Assault</b> (pg 2)</p> <p><b>Hover Tank:</b> Distances are always measured to and from this model's hull.</p> <p><b>Repulsor Field:</b> If any units with this ability are chosen as targets of a charge, subtract 2 from the charge roll.</p> <p><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.</p> <p><b>Shield Dome:</b> A model with a shield dome has a 4+ invulnerable save.</p>	<p><b>Orbital Comms Array:</b> In your Shooting phase, one model from your army with an orbital comms array that has not been used this battle can use it to call in an orbital barrage. If it does, select one point on the battlefield and roll one D6 for each unit within D6" of that point, subtracting 1 from the result if the unit being rolled for is a <b>CHARACTER</b>. On a 4+ the unit being rolled for suffers D3 mortal wounds.</p> <p><b>Explodes:</b> When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.</p>

TRANSPORT
This model has a transport capacity of 6 <CHAPTER> <b>PRIMARIS INFANTRY</b> models. It cannot transport <b>JUMP PACK</b> or <b>Mk X GRAVIS</b> models.

FACTION KEYWORDS
<b>IMPERIUM, ADEPTUS ASTARTES, &lt;CHAPTER&gt;</b>

KEYWORDS
<b>VEHICLE, TRANSPORT, FLY, IMPULSOR</b>

# POINTS VALUES

If you are playing a game that uses points values, the points cost for these models and any new items of wargear they have are found below. Note that for the purposes of determining the points values of units in a Chapter that uses a different terminology, use the original terminology. For example, a Master in Phobos Armour is treated as a Captain in Phobos Armour:

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Captain in Phobos Armour	1	90
Eliminator Squad	3	18
Impulsor	1	75
Incursor Squad	5-10	19
Infiltrator Squad	5-10	22 (Infiltrator Helix Adept is 32)
Invictor Tactical Warsuit	1	90
Librarian in Phobos Armour	1	90
Lieutenant in Phobos Armour	1-2	75
Repulsor Executioner	1	215
Suppressor Squad	3	18

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Accelerator autocannon	10
Bellicatus missile array	17
Bolt sniper rifle	3
Heavy laser destroyer	40
Incendium cannon	15
Instigator bolt carbine	5
Ironhail skytalon array	5
Las fusil	15
Marksman bolt carbine	0
Master-crafted instigator bolt carbine	6
Master-crafted oculus bolt carbine	4
Oculus bolt carbine	0
Twin icarus ironhail heavy stubber	10
Twin ironhail autocannon	20

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Force sword	8
Invictor fist	0
Paired combat blades	0

OTHER WARGEAR	
ITEM	POINTS PER ITEM
Camo cloak	3
Grav-chute	2
Haywire mine	10
Infiltrator comms array	10
Orbital comms array	18
Shield dome	18
Smoke grenades	0