

Imperium Force E (Warhammer 40,000 9th Edition) [215 PL, 4CP, 4,000pts]

Brigade Detachment -4CP (Imperium - Astra Militarum) [104 PL, 18CP, 1,810pts]

Rules: Defenders of Humanity

Configuration [20CP]

Battle Size [24CP]

Selections: 5. Onslaught++ (301+ Total PL / 3001+ Points) , 24x Command Points [24CP]

Categories: CONFIGURATION

Detachment Command Cost [-4CP]

Categories: CONFIGURATION

Gametype

Selections: Narrative (Non Crusade)

Categories: CONFIGURATION

Regimental Doctrine

Selections: Regiment: Cadian

Categories: CONFIGURATION

Abilities: Born Soldiers

Abilities	Description	Ref
Born Soldiers	Re-roll hit rolls of 1 in the Shooting phase for units with this doctrine if they did not move in the previous Movement phase. If an INFANTRY unit with this doctrine is issued the 'Take Aim!' order and it did not move in the previous Movement phase, re-roll all failed hit rolls for the unit until the end of the phase instead.	

Agents of the Imperium [4 PL, -2CP, 70pts]

Inquisitor [4 PL, -2CP, 70pts]

Selections: 2) Psychic Fortitude, Alpha-Class Psyker [-1CP], Frag & Krak grenades, Ordo Xenos, Plasma pistol [5pts], Power sword [5pts], Stratagem: Arbiter of the Emperor's Will [-1CP], Xenos - Esoteric Lore, Xenos - Psychic Veil

Categories: FACTION: INQUISITION, INQUISITOR, INFANTRY, FACTION: IMPERIUM, CHARACTER, PSYKER, AGENT OF THE IMPERIUM, FACTION: ORDO XENOS

Abilities: *Alpha-Class Psyker, Authority of the Inquisition, Quarry, Refractor Field, Stratagem: Arbiter of the Emperor's Will, Unquestionable Wisdom, Xenos - Esoteric Lore, **Psychic Power:** Psychic Fortitude, Xenos - Psychic Veil, **Unit:** Inquisitor, **Weapon:** Frag grenades, Krak grenades, Plasma pistol, Standard, Plasma pistol, Supercharge, Power sword*

Psyker

Selections: Smite

Categories: PSYKER

Psychic Power: *Smite, **Psyker:** Inquisitor (Alpha-Class Psyker)*

Abilities	Description	Ref
Alpha-Class Psyker	<p>This model knows one additional psychic power from the Telethesia discipline, and can attempt to deny one additional psychic power in your opponent's Psychic phase. You can only use this Stratagem once per battle.</p> <p>INFANTRY units with this ability can embark aboard any IMPERIUM TRANSPORT model, even if that model normally only permits models with other Faction keywords to do so. All other restrictions apply normally, and INQUISITOR TERMINATOR models can only embark aboard TRANSPORTS that specifically allow TERMINATOR models to do so.</p> <p>If your army is battle-forged, the following rules apply:</p> <p>No more than one INQUISITOR unit can be included in any INQUISITION detachment (that is, a detachment that only includes INQUISITION units).</p>	
Authority of the Inquisition	<p>You can include one AGENT OF THE IMPERIUM unit in each IMPERIUM (excluding FALLEN) Patrol, Battalion and Brigade Detachment in your army without those units taking up slots in those Detachments. The inclusion of an AGENT OF THE IMPERIUM unit does not prevent other units from their Detachment from benefiting from Detachment abilities (e.g. Chapter Tactics, Defenders of Humanity, etc.), and it does not prevent other units from your army from benefiting from abilities that require every model in your army to have that ability (e.g. Combat Doctrines, etc.). An AGENT OF THE IMPERIUM unit included in a Patrol, Battalion or Brigade Detachment in this manner is ignored for any rules that state all units from that Detachment must have at least one Faction keyword in common (e.g. in a matched play game), and when determining your Army Faction.</p>	
Quarry	<p>When resolving an attack made by a model in this unit against a unit that is not CHAOS, IMPERIUM, or UNALIGNED, you can re-roll the hit roll and you can re-roll the wound roll.</p>	
Refractor Field	<p>This model has a 5+ invulnerable save.</p>	
Stratagem: Arbiter of the Emperor's Will	<p>Use this stratagem before the battle, Select one INQUISITOR model from your army that is not your Warlord and determine one Warlord Trait for it. It is regarded as your Warlord for the purposes of that Warlord Trait. If the model is not a named character or VEHICLE, you can then give one Relic of the Inquisition to that model. All of the Relics your army includes must be different and given to different models. You can only use this stratagem once per battle.</p>	
Unquestionable Wisdom	<p>All Friendly IMPERIUM units within 6" of an Inquisitor can use the Inquisitor's Leadership characteristic instead of their own.</p>	
Xenos - Esoteric Lore	<p>Whilst this Warlord is on the battlefield, roll one D6 each time your opponent uses a Stratagem; on a 5+ you gain 1 Command Point.</p>	

Psychic Power	Warp Charge	Range	Details	Ref
Psychic Fortitude	4	12"	If manifested, select one friendly IMPERIUM unit within 12" of this Psyker. Until the start of your next Psychic phase, when a Morale test is taken for that unit, do not roll the dice; it is automatically passed.	
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	
Xenos - Psychic Veil	5	6"	Psychic Veil has a warp charge value of 5. If manifested, until the start of your next Psychic phase friendly ORDO XENOS units within 6" of this psyker can only be selected as the target of attacks if they are the closest visible enemy unit, and can only be selected as the targets of charges if they are within 6" of the charging unit.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Inquisitor (Alpha-Class Psyker)	1	2	Smite & 2 powers from the Telethesia discipline	-	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Plasma pistol, Standard	12"	Pistol 1	7	-3	1	-	
Plasma pistol, Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.	
Power sword	Melee	Melee	+1	-3	1	-	

HQ [28 PL, 560pts]

Company Commander [2 PL, 35pts]

Selections: Chainsword, Frag grenades, Laspistol

Categories: OFFICER, CHARACTER, COMPANY COMMANDER, FACTION: <REGIMENT>, FACTION: IMPERIUM, INFANTRY, HQ

Abilities: Refractor Field, Senior Officer, Voice of Command, **Unit:** Company Commander, **Weapon:** Chainsword, Frag grenades, Laspistol

Abilities	Description	Ref
Refractor Field	This model has a 5+ invulnerable save.	
Senior Officer	This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before issuing the second order. This unit may issue one order per turn to the soldiers under their command at the start of their Shooting phase. Orders may only be issued to INFANTRY units within 6" of this unit that have the same <REGIMENT> keyword as this unit. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.	
Voice of Command	Each time a <Regiment> unit with the Voice of Command ability issues one of the following orders to a <REGIMENT> INFANTRY unit, that same order can be issued to one or more other friendly <REGIMENT> INFANTRY units (excluding OFFICER units) that are within 6" of the unit that order was originally issued to: Take Aim!; First Rank, Fire! Second Rank, Fire!; Bring it Down!; Forwards, for the Emperor!; Get Back in the Fight!; Fix Bayonets!	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Company Commander	6"	3+	3+	3	3	4	3	8	5+	Codex: Astra Militarum p30

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Laspistol	12"	Pistol 1	3	0	1	-	

Company Commander [2 PL, 35pts]

Selections: Chainsword, Frag grenades, Laspistol

Categories: OFFICER, CHARACTER, COMPANY COMMANDER, FACTION: <REGIMENT>, FACTION: IMPERIUM, INFANTRY, HQ

Abilities: *Refractor Field*, *Senior Officer*, *Voice of Command*, **Unit:** *Company Commander*, **Weapon:** *Chainsword*, *Frag grenades*, *Laspistol*

Abilities	Description	Ref
Refractor Field	This model has a 5+ invulnerable save.	
Senior Officer	This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before issuing the second order. This unit may issue one order per turn to the soldiers under their command at the start of their Shooting phase. Orders may only be issued to INFANTRY units within 6" of this unit that have the same <REGIMENT> keyword as this unit. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.	
Voice of Command	Each time a <Regiment> unit with the Voice of Command ability issues one of the following orders to a <REGIMENT> INFANTRY unit, that same order can be issued to one or more other friendly <REGIMENT> INFANTRY units (excluding OFFICER units) that are within 6" of the unit that order was originally issued to: Take Aim!; First Rank, Fire! Second Rank, Fire!; Bring it Down!; Forwards, for the Emperor!; Get Back in the Fight!; Fix Bayonets!	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Company Commander	6"	3+	3+	3	3	4	3	8	5+	Codex: Astra Militarum p30

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Laspistol	12"	Pistol 1	3	0	1	-	

Tank Commander [12 PL, 250pts]

Selections: Augur array [5pts], Heavy Flamer [15pts], Heavy Stubber [5pts], Hunter-Killer Missile [5pts], Stat Damage (Leman Russ Commander), Turret-mounted Demolisher Siege Cannon [5pts]

Categories: LEMAN RUSS, CHARACTER, FACTION: <REGIMENT>, FACTION: IMPERIUM, OFFICER, TANK COMMANDER, VEHICLE, HQ

Abilities: Augur array, Emergency Plasma Vents, Explodes, Grinding Advance, Smoke Launchers, Tank Orders, **Stat Damage - M/BS/A:** TC Russ 1, TC Russ 2, TC Russ 3, **Unit:** Tank Commander, **Weapon:** Demolisher cannon, Heavy flamer, Heavy stubber, Hunter-killer missile

2 Plasma Cannons [40pts]

Selections: 2x Plasma cannon

Weapon: Plasma cannon, Standard, Plasma cannon, Supercharge

Abilities	Description	Ref
Augur array	Once per battle, in the Shooting phase, you can re-roll a single failed hit roll for a vehicle with an augur array.	
Emergency Plasma Vents	If this model fires a supercharged plasma cannon, and you roll one or more hit rolls of 1, it is not automatically destroyed. Instead, for each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.	Codex: Astra Militarum p114
Explodes	When this model is destroyed, roll one D6 before removing it from play. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds.	
Grinding Advance	If this model Remains Stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times). The following weapons are turret weapons: battle cannon; Conqueror battle cannon; demolisher cannon; Eradicator nova cannon; Executioner plasma cannon; Exterminator autocannon; Punisher gatling cannon; Stygies Vanquisher battle cannon; twin lascannon and Vanquisher battle cannon.	
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	Warhammer 40,000 Core Book
Tank Orders	This model can issue one order each turn to a friendly <REGIMENT> VEHICLE at the start of your Shooting phase. To issue a Tank Order, pick a target <REGIMENT> VEHICLE within 6" of this model and choose which order you wish to issue from the Tank Orders table. Each <REGIMENT> VEHICLE can only be given a single order each turn.	

Stat Damage - M/BS/A	Remaining W	Movement	BS	Attacks	Ref
TC Russ 1	7-12+	10"	3+	3	
TC Russ 2	4-6	7"	4+	D3	
TC Russ 3	1-3	4"	5+	1	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tank Commander	*	6+	*	7	8	12	*	7	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Demolisher cannon	24"	Heavy D6	10	-3	D6	Blast	
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.	
Heavy stubber	36"	Heavy 3	4	0	1	-	
Hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.	
Plasma cannon, Standard	36"	Heavy D3	7	-3	1	Blast.	
Plasma cannon, Supercharge	36"	Heavy D3	8	-3	2	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.	

Tank Commander [12 PL, 240pts]

Selections: Augur array [5pts], Heavy Flamer [15pts], Heavy Stubber [5pts], Hunter-Killer Missile [5pts], Stat Damage (Leman Russ Commander), Turret-mounted Demolisher Siege Cannon [5pts]

Categories: LEMAN RUSS, CHARACTER, FACTION: <REGIMENT>, FACTION: IMPERIUM, OFFICER, TANK COMMANDER, VEHICLE, HQ

Abilities: Augur array, Emergency Plasma Vents, Explodes, Grinding Advance, Smoke Launchers, Tank Orders, **Stat Damage - M/BS/A:** TC Russ 1, TC Russ 2, TC Russ 3, **Unit:** Tank Commander, **Weapon:** Demolisher cannon, Heavy flamer, Heavy stubber, Hunter-killer missile

2 Heavy Flamers [30pts]

Selections: 2x Heavy flamer

Weapon: Heavy flamer

Abilities	Description	Ref
Augur array	Once per battle, in the Shooting phase, you can re-roll a single failed hit roll for a vehicle with an augur array.	
Emergency Plasma Vents	If this model fires a supercharged plasma cannon, and you roll one or more hit rolls of 1, it is not automatically destroyed. Instead, for each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.	Codex: Astra Militarum p114
Explodes	When this model is destroyed, roll one D6 before removing it from play. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds.	
Grinding Advance	If this model Remains Stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times). The following weapons are turret weapons: battle cannon; Conqueror battle cannon; demolisher cannon; Eradicator nova cannon; Executioner plasma cannon; Exterminator autocannon; Punisher gatling cannon; Stygies Vanquisher battle cannon; twin lascannon and Vanquisher battle cannon.	
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	Warhammer 40,000 Core Book
Tank Orders	This model can issue one order each turn to a friendly <REGIMENT> VEHICLE at the start of your Shooting phase. To issue a Tank Order, pick a target <REGIMENT> VEHICLE within 6" of this model and choose which order you wish to issue from the Tank Orders table. Each <REGIMENT> VEHICLE can only be given a single order each turn.	

Stat Damage - M/BS/A	Remaining W	Movement	BS	Attacks	Ref
TC Russ 1	7-12+	10"	3+	3	
TC Russ 2	4-6	7"	4+	D3	
TC Russ 3	1-3	4"	5+	1	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tank Commander	*	6+	*	7	8	12	*	7	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Demolisher cannon	24"	Heavy D6	10	-3	D6	Blast	
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.	
Heavy stubber	36"	Heavy 3	4	0	1	-	
Hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.	

Troops [18 PL, 310pts]

Infantry Squad [3 PL, 55pts]

Categories: FACTION: <REGIMENT>, FACTION: IMPERIUM, INFANTRY SQUAD, INFANTRY, TROOPS

Weapon: *Frag grenades*

9x Guardsman

Selections: 9x Lasgun

Unit: *Guardsman*, **Weapon:** *Lasgun*

Sergeant

Selections: Laspistol

Unit: *Sergeant*, **Weapon:** *Laspistol*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Guardsman	6"	4+	4+	3	3	1	1	6	5+	Codex: Astra Militarum p36
Sergeant	6"	4+	4+	3	3	1	2	7	5+	Codex: Astra Militarum p36

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Lasgun	24	Rapid Fire 1	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Infantry Squad [3 PL, 55pts]

Categories: FACTION: <REGIMENT>, FACTION: IMPERIUM, INFANTRY SQUAD, INFANTRY, TROOPS

Weapon: *Frag grenades*

9x Guardsman

Selections: 9x Lasgun

Unit: *Guardsman*, **Weapon:** *Lasgun*

Sergeant

Selections: Laspistol

Unit: *Sergeant*, **Weapon:** *Laspistol*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Guardsman	6"	4+	4+	3	3	1	1	6	5+	Codex: Astra Militarum p36
Sergeant	6"	4+	4+	3	3	1	2	7	5+	Codex: Astra Militarum p36

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Lasgun	24	Rapid Fire 1	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Infantry Squad [3 PL, 55pts]

Categories: **Faction:** <REGIMENT>, **Faction:** IMPERIUM, INFANTRY SQUAD, INFANTRY, TROOPS

Weapon: *Frag grenades*

9x Guardsman

Selections: 9x Lasgun

Unit: *Guardsman*, **Weapon:** *Lasgun*

Sergeant

Selections: Laspistol

Unit: *Sergeant*, **Weapon:** *Laspistol*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Guardsman	6"	4+	4+	3	3	1	1	6	5+	Codex: Astra Militarum p36
Sergeant	6"	4+	4+	3	3	1	2	7	5+	Codex: Astra Militarum p36

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Lasgun	24	Rapid Fire 1	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Infantry Squad [3 PL, 55pts]

Categories: **Faction:** <REGIMENT>, **Faction:** IMPERIUM, INFANTRY SQUAD, INFANTRY, TROOPS

Weapon: *Frag grenades*

9x Guardsman

Selections: 9x Lasgun

Unit: *Guardsman*, **Weapon:** *Lasgun*

Sergeant

Selections: Laspistol

Unit: *Sergeant*, **Weapon:** *Laspistol*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Guardsman	6"	4+	4+	3	3	1	1	6	5+	Codex: Astra Militarum p36
Sergeant	6"	4+	4+	3	3	1	2	7	5+	Codex: Astra Militarum p36

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Lasgun	24	Rapid Fire 1	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Militarum Tempestus Scions [3 PL, 45pts]

Categories: FACTION: TEMPESTUS SCIONS, FACTION: ASTRA MILITARUM, FACTION: IMPERIUM, INFANTRY, TROOPS

Abilities: Aerial Drop

4x Scion [36pts]

Selections: 4x Frag & Krak grenades, 4x Hot-shot Lasgun

Unit: Tempestus Scion, Weapon: Frag grenades, Hot-shot Lasgun, Krak grenades

Tempestor [9pts]

Selections: Chainsword, Frag & Krak grenades, Hot-shot Laspistol

Unit: Tempestor, Weapon: Chainsword, Frag grenades, Hot-shot Laspistol, Krak grenades

Abilities	Description	Ref
Aerial Drop	During deployment, you can set up this model in a high altitude transport, ready to deploy via grav-chute, instead of placing it on the battlefield. At the end of any of your movement phases the model can make an aerial drop - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tempestor	6"	3+	3+	3	3	1	2	7	4+	Codex: Astra Militarum p39
Tempestus Scion	6"	4+	3+	3	3	1	1	6	4+	Codex: Astra Militarum p39

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Hot-shot Lasgun	18"	Rapid Fire 1	3	-2	1	-	Warhammer 40,000 Core Book
Hot-shot Laspistol	6"	Pistol 1	3	-2	1	-	Warhammer 40,000 Core Book
Krak grenades	6"	Grenade 1	6	-1	D3	-	

Militarum Tempestus Scions [3 PL, 45pts]

Categories: FACTION: TEMPESTUS SCIONS, FACTION: ASTRA MILITARUM, FACTION: IMPERIUM, INFANTRY, TROOPS

Abilities: Aerial Drop

4x Scion [36pts]

Selections: 4x Frag & Krak grenades, 4x Hot-shot Lasgun

Unit: Tempestus Scion, Weapon: Frag grenades, Hot-shot Lasgun, Krak grenades

Tempestor [9pts]

Selections: Chainsword, Frag & Krak grenades, Hot-shot Laspistol

Unit: Tempestor, Weapon: Chainsword, Frag grenades, Hot-shot Laspistol, Krak grenades

Abilities	Description	Ref
Aerial Drop	During deployment, you can set up this model in a high altitude transport, ready to deploy via grav-chute, instead of placing it on the battlefield. At the end of any of your movement phases the model can make an aerial drop - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tempestor	6"	3+	3+	3	3	1	2	7	4+	Codex: Astra Militarum p39
Tempestus Scion	6"	4+	3+	3	3	1	1	6	4+	Codex: Astra Militarum p39

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Hot-shot Lasgun	18"	Rapid Fire 1	3	-2	1	-	Warhammer 40,000 Core Book
Hot-shot Laspistol	6"	Pistol 1	3	-2	1	-	Warhammer 40,000 Core Book
Krak grenades	6"	Grenade 1	6	-1	D3	-	

Elites [19 PL, 305pts]

Bullgryns [5 PL, 105pts]

Categories: FACTION: MILITARUM AUXILLA, FACTION: IMPERIUM, BULLGRYNS, INFANTRY, OGRYN, ELITES

Rules: *Avalanche of Muscle*

Bullgryn [35pts]

Selections: Frag Bombs, Grenadier Gauntlet, Slabshield

Abilities: *Slabshield*, **Unit:** *Bullgryn*, **Weapon:** *Frag Bombs, Grenadier Gauntlet*

Bullgryn [35pts]

Selections: Frag Bombs, Grenadier Gauntlet, Slabshield

Abilities: *Slabshield*, **Unit:** *Bullgryn*, **Weapon:** *Frag Bombs, Grenadier Gauntlet*

Bullgryn Bone 'ead [35pts]

Selections: Frag Bombs, Grenadier Gauntlet, Slabshield

Abilities: *Slabshield*, **Unit:** *Bullgryn Bone 'ead*, **Weapon:** *Frag Bombs, Grenadier Gauntlet*

Abilities	Description	Ref
Slabshield	Add 2 to the save rolls of any models equipped with a slabshield.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Bullgryn	6"	3+	4+	5	5	3	3	7	4+	Codex: Astra Militarum p44
Bullgryn Bone 'ead	6"	3+	4+	5	5	3	4	8	4+	Codex: Astra Militarum p44

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag Bombs	6"	Grenade D6	4	0	1	Blast.	
Grenadier Gauntlet	12"	Assault D6	4	0	1	Blast.	

Tech-Priest Engineeer [2 PL, 35pts]

Selections: Laspistol, Omnissan Axe, Servo-arm

Categories: CHARACTER, CULT MECHANICUS, ENGINEER, FACTION: <FORGEWORLD>, FACTION: IMPERIUM, INFANTRY, TECH-PRIEST, ELITES

Rules: *Designer's Note (forgeworld)*

Abilities: *Bionics, Master of Machines*, **Unit:** *Tech-Priest Engineeer*, **Weapon:** *Laspistol, Omnissan Axe, Servo-arm*

Abilities	Description	Ref
Bionics	This model has a 6+ invulnerable save.	
Master of Machines	At the end of your Movement phase this model can repair a single friendly <FORGEWORLD>, ASTRAMILITARUM VEHICLE or QUESTOR MECHANICUS model within 3". If the model being repaired is a <FORGEWORLD> or ASTRA MILITARUM model, it regains D3 lost wounds; if it is a QUESTOR MECHANICUS model, it regains 1 lost wound. A model may not be the target of the Master of Machines ability more than once per turn.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tech-Priest Engineeer	6"	4+	4+	4	4	4	2	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Laspistol	12"	Pistol 1	3	0	1	-	
Omnissan Axe	Melee	Melee	+1	-2	2		
Servo-arm	Melee	Melee	x2	-2	3	Each time the bearer fights, no more than one attack can be made with each servo-arm.	

Tech-Priest Engineeer [2 PL, 35pts]

Selections: Laspistol, Omnissan Axe, Servo-arm

Categories: CHARACTER, CULT MECHANICUS, ENGINEER, FACTION: <FORGEWORLD>, FACTION: IMPERIUM, INFANTRY, TECH-PRIEST, ELITES

Rules: *Designer's Note (forgeworld)*

Abilities: *Bionics, Master of Machines*, **Unit:** *Tech-Priest Engineeer*, **Weapon:** *Laspistol, Omnissan Axe, Servo-arm*

Abilities	Description	Ref
Bionics	This model has a 6+ invulnerable save.	
Master of Machines	At the end of your Movement phase this model can repair a single friendly <FORGEWORLD>, ASTRAMILITARUM VEHICLE or QUESTOR MECHANICUS model within 3". If the model being repaired is a <FORGEWORLD> or ASTRA MILITARUM model, it regains D3 lost wounds; if it is a QUESTOR MECHANICUS model, it regains 1 lost wound. A model may not be the target of the Master of Machines ability more than once per turn.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tech-Priest Engineeer	6"	4+	4+	4	4	4	2	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Laspistol	12"	Pistol 1	3	0	1	-	
Omnissan Axe	Melee	Melee	+1	-2	2		
Servo-arm	Melee	Melee	x2	-2	3	Each time the bearer fights, no more than one attack can be made with each servo-arm.	

Veterans [5 PL, 65pts]

Selections: Frag Grenades

Categories: FACTION: <REGIMENT>, FACTION: IMPERIUM, INFANTRY, VETERANS, ELITES

Weapon: *Frag grenades*

Veteran Sergeant

Selections: Laspistol

Unit: *Veteran Sergeant*, **Weapon:** *Laspistol*

9x Veteran w/ Lasgun

Selections: 9x Lasgun

Unit: *Veteran*, **Weapon:** *Lasgun*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Veteran	6"	4+	3+	3	3	1	1	6	5+	Codex: Astra Militarum p30
Veteran Sergeant	6"	4+	3+	3	3	1	2	7	5+	Codex: Astra Militarum p38

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Lasgun	24	Rapid Fire 1	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Veterans [5 PL, 65pts]

Selections: Frag Grenades

Categories: FACTION: <REGIMENT>, FACTION: IMPERIUM, INFANTRY, VETERANS, ELITES

Weapon: *Frag grenades*

Veteran Sergeant

Selections: Laspistol

Unit: *Veteran Sergeant*, **Weapon:** *Laspistol*

9x Veteran w/ Lasgun

Selections: 9x Lasgun

Unit: *Veteran*, **Weapon:** *Lasgun*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Veteran	6"	4+	3+	3	3	1	1	6	5+	Codex: Astra Militarum p30
Veteran Sergeant	6"	4+	3+	3	3	1	2	7	5+	Codex: Astra Militarum p38

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Lasgun	24	Rapid Fire 1	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Fast Attack [9 PL, 105pts]

Scout Sentinels [3 PL, 35pts]

Categories: SCOUT SENTINELS, VEHICLE, FAST ATTACK, FACTION: <REGIMENT>, FACTION: IMPERIUM

Scout Sentinel [3 PL, 35pts]

Selections: Multi-laser

Abilities: *Explodes*, *Scout Vehicle*, *Smoke Launchers*, **Unit:** *Scout Sentinel*, **Weapon:** *Multi-laser*

Abilities	Description	Ref
Explodes	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 3" suffers 1 mortal wound.	
Scout Vehicle	At the start of the first battle round but before the first turn begins, you can move this unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.	
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	Warhammer 40,000 Core Book

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Scout Sentinel	9"	4+	4+	5	5	6	1	7	4+	Codex: Astra Militarum p45

Weapon	Range	Type	S	AP	D	Abilities	Ref
Multi-laser	36"	Heavy 3	6	0	1	-	

Scout Sentinels [3 PL, 35pts]

Categories: SCOUT SENTINELS, VEHICLE, FAST ATTACK, FACTION: <REGIMENT>, FACTION: IMPERIUM

Scout Sentinel [3 PL, 35pts]

Selections: Multi-laser

Abilities: *Explodes, Scout Vehicle, Smoke Launchers*, **Unit:** *Scout Sentinel*, **Weapon:** *Multi-laser*

Abilities	Description	Ref
Explodes	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 3" suffers 1 mortal wound.	
Scout Vehicle	At the start of the first battle round but before the first turn begins, you can move this unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.	
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	Warhammer 40,000 Core Book

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Scout Sentinel	9"	4+	4+	5	5	6	1	7	4+	Codex: Astra Militarum p45

Weapon	Range	Type	S	AP	D	Abilities	Ref
Multi-laser	36"	Heavy 3	6	0	1	-	

Scout Sentinels [3 PL, 35pts]

Categories: SCOUT SENTINELS, VEHICLE, FAST ATTACK, FACTION: <REGIMENT>, FACTION: IMPERIUM

Scout Sentinel [3 PL, 35pts]

Selections: Multi-laser

Abilities: *Explodes, Scout Vehicle, Smoke Launchers*, **Unit:** *Scout Sentinel*, **Weapon:** *Multi-laser*

Abilities	Description	Ref
Explodes	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 3" suffers 1 mortal wound.	
Scout Vehicle	At the start of the first battle round but before the first turn begins, you can move this unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.	
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	Warhammer 40,000 Core Book

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Scout Sentinel	9"	4+	4+	5	5	6	1	7	4+	Codex: Astra Militarum p45

Weapon	Range	Type	S	AP	D	Abilities	Ref
Multi-laser	36"	Heavy 3	6	0	1	-	

Heavy Support [26 PL, 460pts]

Leman Russ Battle Tanks [10 PL, 160pts]

Categories: LEMAN RUSS, LEMAN RUSS BATTLE TANK, VEHICLE, FACTION: ASTRA MILITARUM, HEAVY SUPPORT, FACTION: <REGIMENT>, FACTION: IMPERIUM

Leman Russ Demolisher [10 PL, 160pts]

Selections: Heavy Bolter [15pts], Stat Damage (Leman Russ), Turret-mounted Demolisher Siege Cannon [5pts]

Categories: LEMAN RUSS

Abilities: *Emergency Plasma Vents, Explodes, Grinding Advance, Smoke Launchers, Vehicle Squadron*, **Stat Damage - M/BS/A:** *Leman Russ 1, Leman Russ 2, Leman Russ 3*, **Unit:** *Leman Russ*, **Weapon:** *Demolisher cannon, Heavy bolter*

Abilities	Description	Ref
Emergency Plasma Vents	If this model fires a supercharged plasma cannon, and you roll one or more hit rolls of 1, it is not automatically destroyed. Instead, for each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.	Codex: Astra Militarum p114
Explodes	When this model is destroyed, roll one D6 before removing it from play. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds.	
Grinding Advance	If this model Remains Stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times). The following weapons are turret weapons: battle cannon; Conqueror battle cannon; demolisher cannon; Eradicator nova cannon; Executioner plasma cannon; Exterminator autocannon; Punisher gatling cannon; Stygies Vanquisher battle cannon; twin lascannon and Vanquisher battle cannon.	
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	Warhammer 40,000 Core Book
Vehicle Squadron	The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.	

Stat Damage - M/BS/A	Remaining W	Movement	BS	Attacks	Ref
Leman Russ 1	7-12+	10"	4+	3	
Leman Russ 2	4-6	7"	5+	D3	
Leman Russ 3	1-3	4"	6+	1	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Leman Russ	*	6+	*	7	8	12	*	7	2+	Codex: Astra Militarum p46

Weapon	Range	Type	S	AP	D	Abilities	Ref
Demolisher cannon	24"	Heavy D6	10	-3	D6	Blast	
Heavy bolter	36"	Heavy 3	5	-1	2	-	

Manticore [8 PL, 150pts]

Selections: Heavy Bolter, Heavy Stubber [5pts], Stat Damage (HS), 4x Storm Eagle Rockets

Categories: FACTION: <REGIMENT>, FACTION: IMPERIUM, MANTICORE, VEHICLE, FACTION: ASTRA MILITARUM, HEAVY SUPPORT

Abilities: *Smoke Launchers*, **Stat Damage - M/BS/A:** *Stat Damage (HS) 1, Stat Damage (HS) 2, Stat Damage (HS) 3*, **Unit:** *Manticore*, **Weapon:** *Heavy bolter, Heavy stubber, Storm Eagle Rockets*

Abilities	Description	Ref
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	Warhammer 40,000 Core Book

Stat Damage - M/BS/A	Remaining W	Movement	BS	Attacks	Ref
Stat Damage (HS) 1	6-11+	12"	4+	3	
Stat Damage (HS) 2	3-5	8"	5+	D3	
Stat Damage (HS) 3	1-2	4"	6+	1	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Manticore	*	6+	*	6	7	11	*	7	3+	Codex: Astra Militarum p52

Weapon	Range	Type	S	AP	D	Abilities	Ref
Heavy bolter	36"	Heavy 3	5	-1	2	-	
Heavy stubber	36"	Heavy 3	4	0	1	-	
Storm Eagle Rockets	120"	Heavy 2D6	10	-2	D3	Blast. This weapon can target units that are not visible to the bearer. A model can only fire a single storm eagle rocket per turn. Each storm eagle rocket can only be fired once per battle.	

Manticore [8 PL, 150pts]

Selections: Heavy Bolter, Heavy Stubber [5pts], Stat Damage (HS), 4x Storm Eagle Rockets

Categories: FACTION: <REGIMENT>, FACTION: IMPERIUM, MANTICORE, VEHICLE, FACTION: ASTRA MILITARUM, HEAVY SUPPORT

Abilities: *Smoke Launchers*, **Stat Damage - M/BS/A:** *Stat Damage (HS) 1, Stat Damage (HS) 2, Stat Damage (HS) 3*, **Unit:** *Manticore*,

Weapon: *Heavy bolter, Heavy stubber, Storm Eagle Rockets*

Abilities	Description	Ref
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	Warhammer 40,000 Core Book

Stat Damage - M/BS/A	Remaining W	Movement	BS	Attacks	Ref
Stat Damage (HS) 1	6-11+	12"	4+	3	
Stat Damage (HS) 2	3-5	8"	5+	D3	
Stat Damage (HS) 3	1-2	4"	6+	1	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Manticore	*	6+	*	6	7	11	*	7	3+	Codex: Astra Militarum p52

Weapon	Range	Type	S	AP	D	Abilities	Ref
Heavy bolter	36"	Heavy 3	5	-1	2	-	
Heavy stubber	36"	Heavy 3	4	0	1	-	
Storm Eagle Rockets	120"	Heavy 2D6	10	-2	D3	Blast. This weapon can target units that are not visible to the bearer. A model can only fire a single storm eagle rocket per turn. Each storm eagle rocket can only be fired once per battle.	

Patrol Detachment -2CP (Imperium - Adepta Sororitas) [20 PL, -2CP, 390pts]

Configuration [-2CP]

Detachment Command Cost [-2CP]

Categories: CONFIGURATION

Order Convictions

Selections: Order: Argent Shroud

Categories: CONFIGURATION

Abilities: *Deeds, Not Words*

Abilities	Description	Ref
Deeds, Not Words	- Each time a unit with this conviction makes a Normal Move or Advances in your Movement phase, until the end of your Shooting phase, it counts as having Remained Stationary. - Each time a unit with this conviction is selected to shoot or fight, you can re-roll one hit roll or one wound roll when resolving that unit's attacks.	Codex: Adepta Sororitas 9th Edition p62

HQ [8 PL, 165pts]

Canoness [4 PL, 90pts]

Selections: Blessed Blade [10pts], Condemnor Boltgun [10pts], Frag & Krak grenades

Categories: FACTION: <ORDER>, FACTION: ADEPTA SORORITAS, FACTION: ADEPTUS MINISTORUM, CHARACTER, HQ, FACTION: IMPERIUM, INFANTRY, CANONESS

Rules: *Acts of Faith, Sacred Rites, Shield of Faith*

Abilities: *Condemnor Boltgun, Lead the Righteous (Aura), Rosarius, Unit: Canoness, Weapon: Blessed Blade, Boltgun, Condemnor stake, Frag grenades, Krak grenades*

The Emperor's Grace [1 PL, 20pts]

Selections: Blessing, Miraculous ability

Abilities: *The Emperor's Grace: Blessing, The Emperor's Grace: Miraculous ability*

Abilities	Description	Ref
Condemnor Boltgun	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the attack's hit roll.	
Lead the Righteous (Aura)	While a friendly <ORDER> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.	Codex: Adepta Sororitas 9th Edition p95
Rosarius	This model has a 4+ invulnerable save.	Codex: Adepta Sororitas 9th Edition p91
The Emperor's Grace: Blessing	At the start of each of your Command phases, this model is healed and regains D3 lost wounds. Each model can only be healed once per turn.	Codex: Adepta Sororitas 9th Edition p71
The Emperor's Grace: Miraculous ability	While a friendly < ORDER> CORE or <ORDER> CHARACTER model is within Miracle range of this model, each time an attack is made against that unit, your opponent cannot re-roll the hit roll, cannot re-roll the wound roll and cannot re-roll the damage roll.	Codex: Adepta Sororitas 9th Edition p71

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Canoness	6"	2+	2+	3	3	5	4	9	3+	Codex: Adepta Sororitas 9th Edition p95

Weapon	Range	Type	S	AP	D	Abilities	Ref
Blessed Blade	Melee	Melee	+2	-3	2	-	Codex: Adepta Sororitas 9th Edition p77
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Condemnor stake	24"	Assault 1	4	-1	2	Each time an attack made with this weapon profile is allocated to a PSYKER model, that model's unit suffers D3 mortal wounds in addition to the normal damage.	Codex: Adepta Sororitas 9th Edition p95
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	

Palatine [4 PL, 75pts]

Selections: Frag & Krak grenades, Plasma pistol [5pts], Power sword

Categories: HQ, FACTION: IMPERIUM, FACTION: ADEPTUS MINISTORUM, FACTION: ADEPTA SORORITAS, FACTION: <ORDER>, CHARACTER, INFANTRY, PALATINE

Rules: *Acts of Faith, Sacred Rites, Shield of Faith*

Abilities: *Fury of the Righteous (Aura), Rosarius*, **Unit:** *Palatine*, **Weapon:** *Frag grenades, Krak grenades, Plasma pistol, Standard, Plasma pistol, Supercharge, Power sword*

Righteous Judgement [1 PL, 25pts]

Selections: Blessing, Miraculous ability

Abilities: *Righteous Judgement: Blessing, Righteous Judgement: Miraculous ability*

Abilities	Description	Ref
Fury of the Righteous (Aura)	While a friendly <ORDER> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.	Codex: Adepta Sororitas 9th Edition p96
Righteous Judgement: Blessing	Each time you select a target for this model's ranged weapons, you can ignore the Look Out, Sir rule, Each time this model makes a ranged attack, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.	Codex: Adepta Sororitas 9th Edition p71
Righteous Judgement: Miraculous ability	While a friendly < ORDER> CORE or <ORDER> CHARACTER model is within Miracle range of this model, each time that model makes a ranged attack, the target does not receive the benefits of cover against that attack.	Codex: Adepta Sororitas 9th Edition p71
Rosarius	This model has a 4+ invulnerable save.	Codex: Adepta Sororitas 9th Edition p91

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Palatine	6"	2+	2+	3	3	4	3	8	3+	Codex: Adepta Sororitas 9th Edition p96

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Plasma pistol, Standard	12"	Pistol 1	7	-3	1	-	
Plasma pistol, Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.	
Power sword	Melee	Melee	+1	-3	1	-	

Troops [3 PL, 55pts]

Battle Sister Squad [3 PL, 55pts]

Categories: FACTION: <ORDER>, FACTION: ADEPTA SORORITAS, FACTION: ADEPTUS MINISTORUM, INFANTRY, TROOPS, BATTLE SISTER SQUAD, FACTION: IMPERIUM, CORE

Rules: Acts of Faith, Sacred Rites, Shield of Faith

4x Battle Sister [44pts]

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

Unit: Battle Sister, Weapon: Bolt pistol, Boltgun, Frag grenades, Krak grenades

Sister Superior [11pts]

Selections: Frag & Krak grenades

Unit: Sister Superior, Weapon: Frag grenades, Krak grenades

Bolt Pistol & Boltgun

Selections: Bolt pistol, Boltgun

Weapon: Bolt pistol, Boltgun

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Battle Sister	6"	4+	3+	3	3	1	1	7	3+	Codex: Adepta Sororitas 9th Edition p101
Sister Superior	6"	4+	3+	3	3	1	2	8	3+	Codex: Adepta Sororitas 9th Edition p101

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	

Heavy Support [9 PL, 170pts]

Retributor Squad [9 PL, 170pts]

Selections: 2x Armourium Cherub [10pts]

Categories: FACTION: <ORDER>, FACTION: ADEPTA SORORITAS, FACTION: ADEPTUS MINISTORUM, RETRIBUTOR SQUAD, HEAVY SUPPORT, INFANTRY, CORE

Rules: *Acts of Faith, Sacred Rites, Shield of Faith*

Abilities: *Armourium Cherub, Storm of Retribution*

7x Retributor [84pts]

Selections: 7x Bolt pistol, 7x Boltgun, 7x Frag & Krak grenades

Unit: *Retributor*, **Weapon:** *Bolt pistol, Boltgun, Frag grenades, Krak grenades*

Retributor Superior [12pts]

Selections: Frag & Krak grenades

Unit: *Retributor Superior*, **Weapon:** *Frag grenades, Krak grenades*

Bolt Pistol & Boltgun

Selections: Bolt pistol, Boltgun

Weapon: *Bolt pistol, Boltgun*

Retributor w/ Heavy Weapon [32pts]

Selections: Bolt pistol, Frag & Krak grenades, Multi-melta [20pts]

Unit: *Retributor*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Multi-melta*

Retributor w/ Heavy Weapon [32pts]

Selections: Bolt pistol, Frag & Krak grenades, Multi-melta [20pts]

Unit: *Retributor*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Multi-melta*

Abilities	Description	Ref
Armourium Cherub	If this unit has an Armourium Cherub, then after a model in this unit shoots with a ranged weapon, that Armourium Cherub can reload that model's weapon. If it does, that Armourium Cherub is removed from play and that model can immediately shoot with that ranged weapon again.	Codex: Adepta Sororitas 9th Edition p114
Storm of Retribution	Each time a model in this unit makes an attack with a Heavy weapon, the target does not gain the benefits of cover against that attack.	Codex: Adepta Sororitas 9th Edition p114

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Retributor	6"	4+	3+	3	3	1	1	7	3+	Codex: Adepta Sororitas 9th Edition p114
Retributor Superior	6"	4+	3+	3	3	1	2	8	3+	Codex: Adepta Sororitas 9th Edition p114

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.	

Super-Heavy Detachment -6CP (Imperium - Imperial Knights) [37 PL, -6CP, 745pts]

Rules: *Knight Lance*

Configuration [-6CP]

Detachment Command Cost [-6CP]

Categories: CONFIGURATION

Household Choice

Selections: House <Custom>, Household Tradition (Counts as 2): Machine Focus, Household Traditions (Engine War), Questor Mechanicus

Categories: CONFIGURATION

Allegiance Oath: *Sacristan Pledge*, **Household Tradition:** *Machine Focus*

Allegiance Oath	Description	Ref
Sacristan Pledge	At the start of your turn, a model with this Questor Allegiance Oath regains 1 lost wound.	Psychic Awakening VII: Engine War p62

Household Tradition	Description	Ref
Machine Focus	When resolving an attack made by a model with this tradition that is subject to any negative hit roll modifiers, add 1 to the hit roll.	Psychic Awakening VII: Engine War p61

Lord of War [37 PL, 745pts]

Armiger Helverins [8 PL, 155pts]

Categories: LORD OF WAR

Armiger Helverin [8 PL, 155pts]

Selections: 2x Armiger Autocannon, Heavy Stubber

Categories: FACTION: IMPERIUM, FACTION: <HOUSEHOLD>, FACTION: <QUESTOR ALLEGIANCE>, ARMIGER CLASS, VEHICLE, ARMIGER HELVERIN, FACTION: IMPERIAL KNIGHTS

Abilities: *Ion Shield*, *Towering Foe*, *Vehicle Squadron*, **Explosion:** *Explodes (Armiger)*, **Unit:** *Armiger Helverin [1] (7+ Wounds Remaining)*, *Armiger Helverin [2] (4-6 Wounds Remaining)*, *Armiger Helverin [3] (1-3 Wounds Remaining)*, **Weapon:** *Armiger Autocannon*, *Heavy stubber*

Abilities	Description	Ref
Ion Shield	This model has a 5+ invulnerable save against attacks made with ranged weapons.	Codex: Imperial Knights p92
Towering Foe	This model counts as 5 models when determining control of an objective marker (if this model is a TITANIC model, it instead counts as 10 models when determining control of an objective marker).	Codex: Imperial Knights pFAQ
Vehicle Squadron	When this unit is set up, all of its models must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit.	Codex: Imperial Knights p91

Explosion	Dice Roll	Distance	Mortal Wounds	Ref
Explodes (Armiger)	6+	6"	D3	Codex: Imperial Knights p91

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Armiger Helverin [1] (7+ Wounds Remaining)	14"	3+	3+	6	7	12	4	8	3+	Codex: Imperial Knights p91
Armiger Helverin [2] (4-6 Wounds Remaining)	10"	4+	4+	6	7	12	4	8	3+	Codex: Imperial Knights p91
Armiger Helverin [3] (1-3 Wounds Remaining)	7"	5+	5+	6	7	12	4	8	3+	Codex: Imperial Knights p91

Weapon	Range	Type	S	AP	D	Abilities	Ref
Armiger Autocannon	60"	Heavy 2D3	7	-1	3	-	Codex: Imperial Knights p102
Heavy stubber	36"	Heavy 3	4	0	1	-	

Armiger Warglaives [7 PL, 135pts]

Categories: LORD OF WAR

Armiger Warglaive [7 PL, 135pts]

Selections: Heavy Stubber, Reaper Chain-Cleaver, Thermal Spear

Categories: FACTION: IMPERIUM, FACTION: <HOUSEHOLD>, FACTION: <QUESTOR ALLEGIANCE>, ARMIGER CLASS, ARMIGER WARGLAIVE, VEHICLE, FACTION: IMPERIAL KNIGHTS

Abilities: *Ion Shield*, *Towering Foe*, *Vehicle Squadron*, **Explosion:** *Explodes (Armiger)*, **Unit:** *Armiger Warglaive [1] (7+ Wounds Remaining)*, *Armiger Warglaive [2] (4-6 Wounds Remaining)*, *Armiger Warglaive [3] (1-3 Wounds Remaining)*, **Weapon:** *Heavy stubber*, *Reaper Chain-Cleaver (Strike)*, *Reaper Chain-Cleaver (Sweep)*, *Thermal Spear*

Abilities	Description	Ref
Ion Shield	This model has a 5+ invulnerable save against attacks made with ranged weapons.	Codex: Imperial Knights p92
Towering Foe	This model counts as 5 models when determining control of an objective marker (if this model is a TITANIC model, it instead counts as 10 models when determining control of an objective marker).	Codex: Imperial Knights pFAQ
Vehicle Squadron	When this unit is set up, all of its models must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit.	Codex: Imperial Knights p91

Explosion	Dice Roll	Distance	Mortal Wounds	Ref
Explodes (Armiger)	6+	6"	D3	Codex: Imperial Knights p91

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Armiger Warglaive [1] (7+ Wounds Remaining)	14"	3+	3+	6	7	12	4	8	3+	Codex: Imperial Knights p91
Armiger Warglaive [2] (4-6 Wounds Remaining)	10"	4+	4+	6	7	12	4	8	3+	Codex: Imperial Knights p91
Armiger Warglaive [3] (1-3 Wounds Remaining)	7"	5+	5+	6	7	12	4	8	3+	Codex: Imperial Knights p91

Weapon	Range	Type	S	AP	D	Abilities	Ref
Heavy stubber	36"	Heavy 3	4	0	1	-	
Reaper Chain-Cleaver (Strike)	Melee	Melee	x2	-3	3	-	Codex: Imperial Knights p103
Reaper Chain-Cleaver (Sweep)	Melee	Melee	User	-2	1	Make 2 hit rolls for each attack made with this weapon, instead of 1.	Codex: Imperial Knights p103
Thermal Spear	30"	Assault D3	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. Blast.	Codex: Imperial Knights p102

Knight Preceptor [22 PL, 455pts]

Selections: Character (Knight Lance), Freeblade, Las-Impulsor, Meltagun [5pts], Reaper Chainsword, Stormspear Rocket Pod [45pts], Titanic Feet

Categories: FACTION: IMPERIUM, FACTION: <QUESTOR ALLEGIANCE>, FACTION: <HOUSEHOLD>, QUESTORIS CLASS, TITANIC, VEHICLE, KNIGHT PRECEPTOR, FACTION: IMPERIAL KNIGHTS, LORD OF WAR, CHARACTER

Rules: Freeblades

Abilities: *Ion Shield*, *Mentor*, *Super-Heavy Walker*, *Towering Foe*, **Explosion:** *Explodes*, **Unit:** *Knight Preceptor [1] (13+ Wounds Remaining)*, *Knight Preceptor [2] (7-12 Wounds Remaining)*, *Knight Preceptor [3] (1-6 Wounds Remaining)*, **Weapon:** *Las-Impulsor (High Intensity)*, *Las-Impulsor (Low Intensity)*, *Meltagun*, *Reaper Chainsword*, *Stormspear Rocket Pod*, *Titanic Feet*

Abilities	Description	Ref
Ion Shield	This model has a 5+ invulnerable save against attacks made with ranged weapons.	Codex: Imperial Knights p92
Mentor	Re-roll hit rolls of 1 for friendly <HOUSEHOLD> ARMIGER CLASS units within 6" of this model.	Codex: Imperial Knights
Super-Heavy Walker	This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding MONSTER and VEHICLE models) as if they were not there, and when it does it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.	Codex: Imperial Knights p92
Towering Foe	This model counts as 5 models when determining control of an objective marker (if this model is a TITANIC model, it instead counts as 10 models when determining control of an objective marker).	Codex: Imperial Knights pFAQ

Explosion	Dice Roll	Distance	Mortal Wounds	Ref
Explodes	6+	2D6"	D6	Codex: Imperial Knights p92

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Knight Preceptor [1] (13+ Wounds Remaining)	12"	3+	3+	8	8	24	4	9	+3	Codex: Imperial Knights p92
Knight Preceptor [2] (7-12 Wounds Remaining)	9"	4+	4+	8	8	24	4	9	+3	Codex: Imperial Knights p92
Knight Preceptor [3] (1-6 Wounds Remaining)	6"	5+	5+	8	8	24	4	9	+3	Codex: Imperial Knights p92

Weapon	Range	Type	S	AP	D	Abilities	Ref
Las-Impulsor (High Intensity)	18"	Heavy D6	12	-4	D6	-	Codex: Imperial Knights p102
Las-Impulsor (Low Intensity)	36"	Heavy 2D6	6	-2	D3	-	Codex: Imperial Knights p102
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.	
Reaper Chainsword	Melee	Melee	+6	-3	6	-	Codex: Imperial Knights p103
Stormspear Rocket Pod	48"	Heavy 3	8	-2	D6	-	Codex: Imperial Knights p102
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon, instead of 1.	Codex: Imperial Knights p103

Outrider Detachment -3CP (Imperium - Adeptus Astartes - Blood Angels) [23 PL, -3CP, 465pts]

Rules: *And They Shall Know No Fear*, *Angels of Death*, *Bolter Discipline*, *Combat Doctrines*, *Shock Assault*

Configuration [-3CP]

****Chapter Selector******Selections:** Blood Angels**Categories:** PC: BA, CONFIGURATION**Rules:** *The Red Thirst***Detachment Command Cost [-3CP]****Categories:** CONFIGURATION**HQ [6 PL, 105pts]****Captain on Bike [6 PL, 105pts]****Selections:** 1. Speed of the Primarch, Astartes Chainsword, Frag & Krak grenades, Icon of The Angel, Master-crafted boltgun [5pts], Twin boltgun, Warlord**Categories:** FACTION: ADEPTUS ASTARTES, CHARACTER, FACTION: IMPERIUM, CAPTAIN, BIKER, HQ, WARLORD**Rules:** *Angels of Death, Savage Echoes, The Red Thirst***Abilities:** *Icon of The Angel, Iron Halo, Rites of Battle, Speed of the Primarch, Turbo-boost*, **Unit:** *Captain on Bike*, **Weapon:** *Astartes Chainsword, Frag grenades, Krak grenades, Master-crafted boltgun, Twin boltgun*

Abilities	Description	Ref
Icon of The Angel	The bearer gains the following ability: 'Icon of the Angel (Aura): While a friendly BLOOD ANGELS unit is within 6" of this model, you can re-roll charge rolls made for that unit.'	
Iron Halo	This model has a 4+ invulnerable save.	
Rites of Battle	While a friendly <CHAPTER> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1	
Speed of the Primarch	At the start of the Fight Pase, if this WARLORD is within Engagement Range of any enemy units, it can fight first that phase.	
Turbo-boost	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Astartes Chainsword	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-	
Twin boltgun	24"	Rapid Fire 2	4	0	1	-	

Elites [7 PL, 110pts]

Death Company Marines [7 PL, 110pts]

Categories: ELITES, FACTION: BLOOD ANGELS, FACTION: DEATH COMPANY, FACTION: IMPERIUM, INFANTRY, CORE, FACTION: ADEPTUS ASTARTES

Rules: Angels of Death, Savage Echoes, The Red Thirst

Abilities: Black Rage

Death Company Marine [22pts]

Selections: Frag & Krak grenades

Unit: Death Company Marine, Weapon: Frag grenades, Krak grenades

Bolt pistol and chainsword

Selections: Astartes Chainsword, Bolt pistol

Weapon: Astartes Chainsword, Bolt pistol

Death Company Marine [22pts]

Selections: Frag & Krak grenades

Unit: Death Company Marine, Weapon: Frag grenades, Krak grenades

Bolt pistol and chainsword

Selections: Astartes Chainsword, Bolt pistol

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Unit: Death Company Marine, Weapon: Frag grenades, Krak grenades

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Weapon: Astartes Chainsword, Bolt pistol

Death Company Marine [22pts]

Selections: Frag & Krak grenades

Unit: Death Company Marine, Weapon: Frag grenades, Krak grenades

Bolt pistol and chainsword

Selections: Astartes Chainsword, Bolt pistol

Weapon: Astartes Chainsword, Bolt pistol

Abilities	Description	Ref
Black Rage	<ul style="list-style-type: none">• In your Movement phase, each time this unit is selected to move, it cannot Fall Back.• Each time this unit fights, if it made a charge move or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit.• Each time a model in this unit would lose a wound, roll one D6: on a 6 that wound is not lost.• This unit cannot perform any Actions, as described in the Warhammer 40,000 Core book.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Death Company Marine	6"	3+	3+	4	4	2	2	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Astartes Chainsword	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.	
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	

Fast Attack [10 PL, 250pts]

Attack Bike Squad [2 PL, 50pts]

Categories: FACTION: ADEPTUS ASTARTES, ATTACK BIKE SQUAD, BIKER, FACTION: IMPERIUM, CORE, FAST ATTACK

Rules: Angels of Death, Savage Echoes, The Red Thirst

Abilities: Turbo-boost

Attack Bike [2 PL, 50pts]

Selections: 2x Bolt pistol, 2x Frag & Krak grenades, Heavy bolter, Twin boltgun

Unit: Attack Bike, Weapon: Bolt pistol, Frag grenades, Heavy bolter, Krak grenades, Twin boltgun

Abilities	Description	Ref
Turbo-boost	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Attack Bike	14"	3+	3+	4	5	4	2	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Heavy bolter	36"	Heavy 3	5	-1	2	-	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Twin boltgun	24"	Rapid Fire 2	4	0	1	-	

Attack Bike Squad [2 PL, 50pts]

Categories: FACTION: ADEPTUS ASTARTES, ATTACK BIKE SQUAD, BIKER, FACTION: IMPERIUM, CORE, FAST ATTACK

Rules: Angels of Death, Savage Echoes, The Red Thirst

Abilities: Turbo-boost

Attack Bike [2 PL, 50pts]

Selections: 2x Bolt pistol, 2x Frag & Krak grenades, Heavy bolter, Twin boltgun

Unit: Attack Bike, Weapon: Bolt pistol, Frag grenades, Heavy bolter, Krak grenades, Twin boltgun

Abilities	Description	Ref
Turbo-boost	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Attack Bike	14"	3+	3+	4	5	4	2	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Heavy bolter	36"	Heavy 3	5	-1	2	-	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Twin boltgun	24"	Rapid Fire 2	4	0	1	-	

Outrider Squad [6 PL, 150pts]

Categories: FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, BIKER, PRIMARIS, OUTRIDER SQUAD, CORE, FAST ATTACK

Rules: *Angels of Death, Savage Echoes, The Red Thirst*

Abilities: *Devastating Charge, Turbo-boost*

2x Outrider [100pts]

Selections: 2x Astartes Chainsword, 2x Frag & Krak grenades, 2x Heavy Bolt Pistol, 2x Twin Bolt rifle

Unit: *Outrider*, **Weapon:** *Astartes Chainsword, Frag grenades, Heavy Bolt Pistol, Krak grenades, Twin Bolt rifle*

Outrider Sgt [50pts]

Selections: Astartes Chainsword, Frag & Krak grenades, Heavy Bolt Pistol, Twin Bolt rifle

Unit: *Outrider Sgt*, **Weapon:** *Astartes Chainsword, Frag grenades, Heavy Bolt Pistol, Krak grenades, Twin Bolt rifle*

Abilities	Description	Ref
Devastating Charge	Each time this unit fights, if it made a charge move this turn, then until that fight is resolved, add 2 to the Attacks characteristic of models in this unit	
Turbo-boost	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Outrider	14"	3+	3+	4	5	4	2	7	3+	
Outrider Sgt	14"	3+	3+	4	5	4	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Astartes Chainsword	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Heavy Bolt Pistol	18"	Pistol 1	4	-1	1	-	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Twin Bolt rifle	30"	Rapid Fire 2	4	-1	1		

Spearhead Detachment -3CP (Imperium - Adeptus Mechanicus) [31 PL, -3CP, 590pts]

Configuration [-3CP]

Detachment Command Cost [-3CP]

Categories: CONFIGURATION

Forge World Choice

Selections: Forge World: Mars

Categories: CONFIGURATION

Rules: *Dogma - Masters of the Forge*

HQ [7 PL, 140pts]

Tech-Priest Dominus [4 PL, 85pts]

Selections: Eradication Ray [5pts], Ommissian Axe, Phosphor Serpenta [5pts]

Categories: CHARACTER, INFANTRY, TECH-PRIEST, TECH-PRIEST DOMINUS, FACTION: CULT MECHANICUS, FACTION: ADEPTUS MECHANICUS, FACTION: <FORGE WORLD>, FACTION: IMPERIUM, HQ, DOCTRINA ASSEMBLER

Rules: *Canticles of the Ommissiah*

Abilities: *Lord of the Machine Cult (Aura)*, *Master of Machines*, *Refractor Field*, **Unit:** *Tech-Priest Dominus*, **Weapon:** *Eradication Ray (dissipated)*, *Eradication Ray (focused)*, *Ommissian Axe*, *Phosphor Serpenta*

Abilities	Description	Ref
Lord of the Machine Cult (Aura)	While a friendly <FORGE WORLD> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.	Codex: Adeptus Mechanicus
Master of Machines	At the end of your Movement phase this model can repair one friendly <FORGE WORLD> model within 3". That model regains up to D3 lost wounds. Each model can only be repaired once per turn.	Codex: Adeptus Mechanicus
Refractor Field	This model has a 5+ invulnerable save.	Codex: Adeptus Mechanicus

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tech-Priest Dominus	6"	3+	2+	4	4	5	3	8	2+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
Eradication Ray (dissipated)	24"	Heavy D3	6	-2	1	Blast	Codex: Adeptus Mechanicus
Eradication Ray (focused)	12"	Heavy D3	6	-3	2	Blast	Codex: Adeptus Mechanicus
Ommissian Axe	Melee	Melee	+2	-2	2	-	Codex: Adeptus Mechanicus
Phosphor Serpenta	18"	Assault 1	5	-1	1	Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that attack.	Codex: Adeptus Mechanicus

Tech-Priest Engineeer [3 PL, 55pts]

Selections: Mechanicus Pistol, Omnissian Axe, Servo-arm

Categories: TECH-PRIEST, INFANTRY, TECH-PRIEST ENGINEER, FACTION: <FORGE WORLD>, FACTION: ADEPTUS MECHANICUS, FACTION: CULT MECHANICUS, CHARACTER, FACTION: IMPERIUM, HQ

Rules: *Canticles of the Omnissiah*

Abilities: *Awaken the Machine, Brotherhood of the Cog, Enhanced Bionics, Master of Machines*, **Unit:** *Tech-Priest Engineeer*, **Weapon:** *Mechanicus Pistol, Omnissian Axe, Servo-arm*

Abilities	Description	Ref
Awaken the Machine	In your Command phase, this model can awaken one friendly <FORGE WORLD> VEHICLE model (excluding KASTELAN ROBOT models) within 3" of it. Until the start of your next Command phase, each time that model makes an attack, add 1 to that attack's hit roll. Each model can only be awakened once per turn.	
Brotherhood of the Cog	If your army is Battle-forged, then for each TECH-PRIEST DOMINUS or TECH-PRIEST MANIPULUS unit included in a Detachment, one TECH-PRIEST ENGINEER or TECHNOARCHEOLOGIST unit can be included in that Detachment without taking up an additional Battlefield Role slot.	
Enhanced Bionics	This model has a 5+ invulnerable save.	Codex: Adeptus Mechanicus
Master of Machines	At the end of your Movement phase this model can repair one friendly <FORGE WORLD> model within 3". That model regains up to D3 lost wounds. Each model can only be repaired once per turn.	Codex: Adeptus Mechanicus

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tech-Priest Engineeer	6"	4+	3+	4	4	4	2	8	3+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
Mechanicus Pistol	12"	Pistol 2	4	-2	1		
Omnissian Axe	Melee	Melee	+2	-2	2	-	Codex: Adeptus Mechanicus
Servo-arm	Melee	Melee	x2	-2	3	Each time the bearer fights, no more than one attack can be made with each servo-arm.	

Heavy Support [24 PL, 450pts]

Kastelan Robots [10 PL, 190pts]

Categories: FACTION: <FORGE WORLD>, FACTION: ADEPTUS MECHANICUS, FACTION: CULT MECHANICUS, KASTELAN ROBOTS, VEHICLE, FACTION: IMPERIUM, HEAVY SUPPORT

Rules: *Canticles of the Omnissiah*

Abilities: *Battle Protocols*, *Battle Protocols: Aegis*, *Battle Protocols: Conqueror*, *Battle Protocols: Protector*, *Repulsor Grid*, **Explosion:** *Explodes (Kastelan)*

Kastelan Robot [95pts]

Selections: Incendine Combustor, Kastelan Fist, Kastelan Phosphor Blaster [5pts]

Unit: *Kastelan Robot*, **Weapon:** *Incendine Combustor*, *Kastelan Fist*, *Kastelan Phosphor Blaster*

Kastelan Robot [95pts]

Selections: Incendine Combustor, Kastelan Fist, Kastelan Phosphor Blaster [5pts]

Unit: *Kastelan Robot*, **Weapon:** *Incendine Combustor*, *Kastelan Fist*, *Kastelan Phosphor Blaster*

Abilities	Description	Ref
Battle Protocols	This unit receives a bonus depending on which protocol is active for it. At the start of the battle, the Aegis Protocol is active for this unit. To change that unit's active protocol, see the Cybernetica Datasmith datasheet.	Codex: Adeptus Mechanicus
Battle Protocols: Aegis	While this protocol is active for this unit, models in this unit have a Sv characteristic of 2+.	Codex: Adeptus Mechanicus
Battle Protocols: Conqueror	While this protocol is active for this unit, you can re-roll charge rolls made for it and models in this unit have a WS characteristic of 2+.	Codex: Adeptus Mechanicus
Battle Protocols: Protector	While this protocol is active for this unit, it cannot move (except to pile in or consolidate) and models in this unit have a BS characteristic of 3+.	Codex: Adeptus Mechanicus
Repulsor Grid	Models in this unit have a 5+ invulnerable save against ranged attacks. Each time an invulnerable saving throw is made for a model in this unit against a ranged attack, on an unmodified saving roll of 6, the attacking model's unit suffers 1 mortal wound.	Codex: Adeptus Mechanicus

Explosion	Dice Roll	Distance	Mortal Wounds	Ref
Explodes (Kastelan)	6	3"	1	Codex: Adeptus Mechanicus

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Kastelan Robot	8"	4+	4+	6	7	7	3	10	3+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
Incendine Combustor	12"	Heavy D6	5	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.	Codex: Adeptus Mechanicus
Kastelan Fist	Melee	Melee	+4	-3	3	Each time the bearer fights, it makes 1 additional attack with this weapon.	Codex: Adeptus Mechanicus
Kastelan Phosphor Blaster	24"	Heavy 3	6	-1	2	Each time an attack is made with this weapon, the target does not receive the benefits of Dense Cover against that target.	Codex: Adeptus Mechanicus

Onager Dunecrawler [6 PL, 115pts]

Selections: Broad Spectrum Data-Tether, Eradication Beamer

Categories: VEHICLE, ONAGER DUNECRAWLER, FACTION: <FORGE WORLD>, FACTION: SKITARII, FACTION: ADEPTUS MECHANICUS, FACTION: IMPERIUM, HEAVY SUPPORT, DATA-TETHER

Rules: *Doctrina Imperatives*

Abilities: *Broad Spectrum Data-tether, Emanatus Force Field*, **Explosion:** *Explodes (Dunecrawler)*, **Unit:** *Onager Dunecrawler 1 (6-11 wounds), Onager Dunecrawler 2 (3-5 wounds), Onager Dunecrawler 3 (1-2 wounds)*, **Weapon:** *Eradication Beamer (dissipated), Eradication Beamer (focused)*

Abilities	Description	Ref
Broad Spectrum Data-tether	In your Command phase, select one friendly <FORGE WORLD> SKITARII CORE unit within 6" of this unit. Until the start of your next Command phase, add 1 to the Leadership characteristic of models in that unit and that unit gains the DATA-TETHER keyword.	Codex: Adeptus Mechanicus
Emanatus Force Field	This model has a 5+ invulnerable save.	Codex: Adeptus Mechanicus

Explosion	Dice Roll	Distance	Mortal Wounds	Ref
Explodes (Dunecrawler)	6	6"	D3	Codex: Adeptus Mechanicus

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Onager Dunecrawler 1 (6-11 wounds)	8"	5+	3+	6	7	11	3	8	3+	Codex: Adeptus Mechanicus
Onager Dunecrawler 2 (3-5 wounds)	6"	5+	4+	6	7	N/A	D3	8	3+	Codex: Adeptus Mechanicus
Onager Dunecrawler 3 (1-2 wounds)	4"	5+	5+	6	7	N/A	1	8	3+	Codex: Adeptus Mechanicus

Weapon	Range	Type	S	AP	D	Abilities	Ref
Eradication Beamer (dissipated)	36"	Heavy D6	8	-3	2	Blast	Codex: Adeptus Mechanicus
Eradication Beamer (focused)	18"	Heavy D6	8	-4	3	Blast	

Skorpius Disintegrator [8 PL, 145pts]

Selections: Belleros Energy Cannon, 3x Cognis Heavy Stubber, Disruptor Missile Launcher

Categories: FACTION: IMPERIUM, FACTION: ADEPTUS MECHANICUS, FACTION: SKITARII, SKORPIUS DISINTEGRATOR, VEHICLE, HEAVY SUPPORT, FACTION: <FORGE WORLD>, SKORPIUS ENGINE, DATA-TETHER, SKITARII VETERAN COHORT

Rules: *Doctrina Imperatives*

Abilities: *Broad Spectrum Data-tether*, **Explosion:** *Explodes (Skorpius)*, **Unit:** *Skorpius Disintegrator 1 (7-12 wounds)*, *Skorpius Disintegrator 2 (4-6 wounds)*, *Skorpius Disintegrator 3 (1-3 wounds)*, **Weapon:** *Belleros Energy Cannon*, *Cognis Heavy Stubber*, *Disruptor Missile Launcher*

Abilities	Description	Ref
Broad Spectrum Data-tether	In your Command phase, select one friendly <FORGE WORLD> SKITARII CORE unit within 6" of this unit. Until the start of your next Command phase, add 1 to the Leadership characteristic of models in that unit and that unit gains the DATA-TETHER keyword.	Codex: Adeptus Mechanicus

Explosion	Dice Roll	Distance	Mortal Wounds	Ref
Explodes (Skorpius)	6	6"	D3	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Skorpius Disintegrator 1 (7-12 wounds)	12"	6+	3+	6	7	12	3	8	3+	
Skorpius Disintegrator 2 (4-6 wounds)	9"	6+	4+	6	7	N/A	D3	8	3+	
Skorpius Disintegrator 3 (1-3 wounds)	6"	6+	5+	6	7	N/A	1	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Belleros Energy Cannon	36"	Heavy 3D3	5	-1	2	Blast This weapon can target units that are not visible to the bearer	
Cognis Heavy Stubber	36"	Assault 4	4	0	1	-	Codex: Adeptus Mechanicus
Disruptor Missile Launcher	36"	Heavy D6	7	-2	D3	Blast	

Force Rules

And They Shall Know No Fear: Each time a Combat Attrition test is taken for this unit, ignore any or all modifiers ()

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

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

- The shooting model's target is within half the weapon's range
- The shooting model is Infantry (excluding Centurion models) and it's unit Remained Stationary in your previous Movement Phase.
- The shooting model is a Terminator or Biker

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon (see page 195) with the Rapid Fire type. ()

Combat Doctrines: (See page 125 of Codex Space Marines) ()

Defenders of Humanity: If your army is Battle-forged, all Troops units in ASTRA MILITARUM Detachments and all LEMAN RUSS units in Spearhead Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models in range as normal. ()

Knight Lance: If your army is Battle-forged, select one model in each IMPERIAL KNIGHTS Super-heavy Detachment in your army. Each model you selected gains the CHARACTER keyword. If your WARLORD has the IMPERIAL KNIGHTS keyword, IMPERIAL KNIGHTS Super-heavy Detachments in your army gain the following Command Benefits: 'Select one of the following: +3 Command Points if your WARLORD is part of this Detachment; +6 Command Points if your WARLORD is part of this Detachment and has the TITANIC keyword. (Codex: Imperial Knights)

Shock Assault: Each time this unit fights if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit. ()

Selection Rules

Acts of Faith: Once per phase, one unit from your army with this ability can perform one Act of Faith using Miracle dice on the following dice rolls: Advance, Charge, Hit, Wound, Saving throw, Damage; Morale test

There's an ENTIRE PAGE of rules for Acts of Faith/Miracle dice in the Codex on page 91. I'm not typing that in, and you should have them memorized by

now, anyway.

(Codex: Adepta Sororitas 9th Edition p91)

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

Avalanche of Muscle: You can add 1 to the Attacks characteristic of this model in the Fight phase on any turn in which it made a successful charge. This ability may only be used the first time this model fights each turn. (Codex: Astra Militarum p102)

Canticles of the Omnissiah:

1. Shroudpsalm:

While this canticle is active, this unit counts as receiving the benefits of Light Cover.

2. Chant of the Remorseless Fist:

While this canticle is active, each time a model in this unit makes a melee attack, add 1 to the Strength characteristic of this attack.

3. Incantation of the Iron Soul:

While this canticle is active:

- Each time a Combat Attrition test is made for this unit, ignore any or all modifiers.
- Each time a model in this unit would lose a wound as a result of a Mortal Wound, roll one D6; on a 5+ that wound is not lost. If this unit has the Refusal to Yield Dogma, that wound is not lost on a 4+ instead.

4. Benediction of the Omnissiah

While this canticle is active, each time a unit is selected to shoot, when resolving its attacks you can

- Re-roll one hit roll
- Re-roll one wound roll
- Re-roll one damage roll

5. Invocation of Machine Vengeance

While this canticle is active, each time an Advance roll or Charge roll is made for this unit, roll an additional D6 and discard the lowest result.

6. Litany of the Electromancer

While this canticle is active, each time a melee attack is made against this unit, subtract 1 from that attack's hit roll. (Codex: Adeptus Mechanicus p85)

Designer's Note (forgeworld): When selecting this unit for your army, choose which forgeworld it will be from. This replaces the <FORGEWORLD> keyword in all instances on this datasheet. (Codex: Astra Militarum p100)

Doctrina Imperatives:

Protector Imperative: +1 BS/-1 WS

Conqueror Imperative: +1 WS/-1 BS

Bulwark Imperative: +1 Save characteristic (max 2+)/-3" Move characteristic

Aggressor Imperative: +3" Move characteristic/-1 Save characteristic (Codex: Adeptus Mechanicus p85)

Dogma - Masters of the Forge:

- SKITARII units in this detachment gain the Canticles of the Omnissiah ability.
- Each time a unit with this dogma is selected to shoot or fight, you can re-roll one hit roll when resolving that unit's attacks. (Codex: Adeptus Mechanicus p51)

Freeblades: The inclusion of a FREEBLADE unit in an IMPERIAL KNIGHTS Detachment does not prevent other units in that Detachment from gaining a Household Tradition. However, FREEBLADE units can never themselves benefit from a Household Tradition. (Codex: Imperial Knights)

Sacred Rites: This unit gains a bonus depending on which sacred rites are active for your army. After players have determined their mission, you must select one sacred rite from the following table to be active for your army. Alternatively, you can randomly determine two sacred rites from the table to be active for your army by rolling two D6 and looking up the results (if a double is rolled, roll both dice again until two different results are rolled). In either case, these sacred rites are active for your army until the end of the battle. Some rules can make additional sacred rites become active for a unit during the battle. Duplicated active sacred rites on that unit have no additional effect.

1. Hand of the Emperor:

While this sacred rite is active, add 1 to Advance rolls and charge rolls made for this unit.

2. Spirit of the Martyr:

While this sacred rite is active, each time a model in this unit is destroyed by a melee attack and does not explode, roll one D6, on a 6, after the attacking model's unit has finished making its attacks, it suffers 1 mortal wound (a unit can suffer a maximum of 6 mortal wounds per phase as the result of this ability).

3. Aegis of the Emperor:

While this sacred rite is active, each time this unit uses its Shield of Faith ability to take a Deny the Witch test, if the result of that test was an unmodified result of 5+, or it was greater than the result of the Psychic test, that Deny the Witch test is passed.

4. Divine Guidance:

While this sacred rite is active, each time a model in this unit makes a ranged attack, on an unmodified wound roll of 6, the Armour Penetration characteristic of that attack is improved by 1.

5. The Passion:

While this sacred rite is active, each time a model in this unit makes a melee attack, an unmodified hit roll of 6 scores 1 additional hit.

6. Light of the Emperor:

While this sacred rite is active, you can ignore any or all modifiers to this unit's Leadership characteristic, and each time a Combat Attrition test is taken for this unit, you can ignore any or all modifiers.

(Codex: Adepta Sororitas 9th Edition p93)

Savage Echoes: If every unit from your army (excluding UNALIGNED units) has the BLOOD ANGELS keyword, then every unit that has the Combat Doctrines ability and is in a BLOOD ANGELS Detachment gains the Savage Echoes ability, below.

Whilst the Assault Doctrine is active, if a unit with this ability makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in that unit until the end of the turn (note that this is cumulative with the bonus these models receive from the Shock Assault ability). ()

Shield of Faith: Models in this unit have a 6+ invulnerable save.

In your opponent's Psychic phase, this unit can attempt to deny one psychic power as if it were a PSYKER. Each time a Deny the Witch test is taken for this unit, roll one D6 instead of 2D6: if the result of that test was an unmodified result of 6, or if it was greater than the result of the Psychic test, that Deny the Witch test is passed. (Codex: Adepta Sororitas 9th Edition p90)

The Red Thirst: When resolving an attack made with a melee weapon by a model with this ability in a turn in which that model's unit made a charge move, was charged or performed a Heroic Intervention, add 1 to the wound roll. When a unit with this ability Advances or makes a charge move, add 1 to the Advance roll or charge roll. ()

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