

New Roster (Warhammer 40,000 8th Edition) [97 PL, 2CP, 1721pts]

Vanguard Detachment +1CP (Imperium - Space Wolves) [20 PL, 350pts]

HQ [7 PL, 145pts]

Arjac Rockfist [7 PL, 145pts]

Categories: FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, FACTION: SPACE WOLVES, CHARACTER, INFANTRY, TERMINATOR, WOLF GUARD, ARJAC ROCKFIST, HQ, BATTLE LEADER

Rules: *And They Shall Know No Fear, Hunters Unleashed*

Abilities: *Champion of the Kingsguard, Teleport Strike, Thane to the High King, The Anvil Shield*, **Unit:** *Arjac Rockfist*, **Weapon:** *Foehammer (melee), Foehammer (shooting)*

Abilities	Description	Ref
Champion of the Kingsguard	You can re-roll failed hit rolls for Arjac Rockfist in the Fight phase when targeting a CHARACTER. In addition, you can make 1 additional attack in the Fight phase for all models in friendly WOLF GUARD units within 6" of Arjac Rockfist at the start of the phase.	
Teleport Strike	During deployment, you can set up the model in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases he can use a teleport strike to arrive on the battlefield - set him up anywhere on the battlefield that is more than 9" away from any enemy models.	
Thane to the High King	You can re-roll wound rolls of 1 for friendly SPACE WOLVES units that are within 6" of this model.	
The Anvil Shield	Arjac Rockfist has a 3+ invulnerable save. In addition, reduce all damage suffered by Arjac Rockfist by 1 (to a minimum of 1).	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Arjac Rockfist	5"	2+	3+	5	4	5	4	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Foehammer (melee)	Melee	Melee	x2	-3	D3	When attacking CHARACTERS or MONSTERS, this weapon has a Damage of 3.	
Foehammer (shooting)	12"	Assault 1	x2	-3	D3	When attacking CHARACTERS or MONSTERS, this weapon has a Damage of 3.	

Elites [13 PL, 205pts]

Wolf Guard in Terminator Armour [13 PL, 205pts]

Categories: FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, FACTION: SPACE WOLVES, INFANTRY, TERMINATOR, WOLF GUARD, ELITES

Rules: *And They Shall Know No Fear, Hunters Unleashed*

Abilities: *Crux Terminatus, Teleport Strike*

Wolf Guard in Terminator Armour [41pts]

Selections: Storm shield [2pts], Thunder hammer [16pts]

Abilities: *Storm shield, Unit: Wolf Guard in Terminator Armour, Weapon: Thunder hammer*

Wolf Guard in Terminator Armour [41pts]

Selections: Storm shield [2pts], Thunder hammer [16pts]

Abilities: *Storm shield, Unit: Wolf Guard in Terminator Armour, Weapon: Thunder hammer*

Wolf Guard in Terminator Armour [41pts]

Selections: Storm shield [2pts], Thunder hammer [16pts]

Abilities: *Storm shield, Unit: Wolf Guard in Terminator Armour, Weapon: Thunder hammer*

Wolf Guard in Terminator Armour [41pts]

Selections: Storm shield [2pts], Thunder hammer [16pts]

Abilities: *Storm shield, Unit: Wolf Guard in Terminator Armour, Weapon: Thunder hammer*

Wolf Guard Pack Leader in Terminator Armour [41pts]

Selections: Storm shield [2pts], Thunder hammer [16pts]

Abilities: *Storm shield, Unit: Wolf Guard Pack Leader in Terminator Armour, Weapon: Thunder hammer*

Abilities	Description	Ref
Crux Terminatus	This model has a 5+ invulnerable save.	
Storm shield	A model with a storm shield has a 3+ invulnerable save.	
Teleport Strike	During deployment, you can set up the model in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases he can use a teleport strike to arrive on the battlefield - set him 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
Wolf Guard in Terminator Armour	5"	3+	3+	4	4	2	2	8	2+	
Wolf Guard Pack Leader in Terminator Armour	5"	3+	3+	4	4	2	3	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.	

Vanguard Detachment +1CP (Imperium - Dark Angels) [20 PL, 356pts]

Rules: *Defenders of Humanity, Grim Resolve*

HQ [8 PL, 171pts]

Belial [8 PL, 171pts]

Categories: FACTION: ADEPTUS ASTARTES, BELIAL, CHARACTER, FACTION: DEATHWING, FACTION: DARK ANGELS, HQ, INFANTRY, TERMINATOR, GRAND MASTER

Abilities: *Grandmaster of the Deathwing, Inner Circle, Iron Halo, Parrying blade, Rites of Battle, Teleport strike*, **Unit:** *Belial*

Thunder Hammer & Storm Shield [21pts]

Selections: Thunder hammer [21pts]

Abilities: *Storm shield*, **Weapon:** *Thunder hammer*

Abilities	Description	Ref
Grandmaster of the Deathwing	You can re-roll failed hit rolls for friendly <DEATHWING> units within 6" of Belial.	
Inner Circle	This unit automatically passes Morale tests. In addition, you can re-roll failed hit rolls in the Fight phase for attacks by this unit that target a FALLEN unit.	
Iron Halo	This model has a 4+ invulnerable save.	
Parrying blade	Your opponent must subtract 1 from the hit rolls made during the Fight phase that attack Belial.	
Rites of Battle	You can re-roll hit rolls of 1 made for friendly <CHAPTER> units within 6" of this model.	
Storm shield	A model with a storm shield has a 3+ invulnerable save.	
Teleport strike	During deployment, you can setup this model/unit in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your movement phases it can teleport into battle - set it up on the battlefield anywhere that is more than 9" away from any enemy models.	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.	

Elites [12 PL, 185pts]

Deathwing Knights [12 PL, 185pts]

Categories: FACTION: ADEPTUS ASTARTES, FACTION: DEATHWING, ELITES, FACTION: DARK ANGELS, INFANTRY, TERMINATOR, DEATHWING KNIGHTS, FACTION: IMPERIUM

Abilities: *Combat Squads, Inner Circle, Teleport strike*

4x Deathwing Knight [148pts]

Selections: 4x Storm shield [8pts]

Abilities: *Storm shield, Unit: Deathwing Knight, Weapon: Mace of Absolution*

Knight Master [37pts]

Selections: Storm shield [2pts]

Abilities: *Storm shield, Unit: Knight Master, Weapon: Flail of the Unforgiven*

Abilities	Description	Ref
Combat Squads	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.	
Inner Circle	This unit automatically passes Morale tests. In addition, you can re-roll failed hit rolls in the Fight phase for attacks by this unit that target a FALLEN unit.	
Storm shield	A model with a storm shield has a 3+ invulnerable save.	
Teleport strike	During deployment, you can setup this model/unit in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your movement phases it can teleport into battle - set it up on the battlefield anywhere that is more than 9" away from any enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Deathwing Knight	5"	3+	3+	4	4	2	2	8	2+	
Knight Master	5"	3+	3+	4	4	2	3	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Flail of the Unforgiven	Melee	Melee	+2	-3	2	Excess damage from this weapon is not lost; instead keep allocating damage to another model in the target unit until either all the damage has been allocated or the target unit is destroyed.	
Mace of Absolution	Melee	Melee	x2	-2	3	-	

Supreme Command Detachment +1CP (Imperium - Deathwatch) [23 PL, 430pts]

Rules: *SIA - Dragonfire Rounds, SIA - Hellfire Rounds, SIA - Kraken Bolts, SIA - Vengeance Rounds*

HQ [7 PL, 126pts]

Watch Captain in Terminator Armor [7 PL, 126pts]

Selections: Storm shield [10pts], Thunder hammer [21pts]

Categories: FACTION: ADEPTUS ASTARTES, CAPTAIN, CHARACTER, HQ, INFANTRY, FACTION: DEATHWATCH, TERMINATOR, FACTION: IMPERIUM

Rules: *And They Shall Know No Fear*

Abilities: *Iron Halo, Rites of Battle, Storm shield, Teleport Strike*, **Unit:** *Captain*, **Weapon:** *Thunder hammer*

Abilities	Description	Ref
Iron Halo	This model has a 4+ invulnerable save.	
Rites of Battle	You can re-roll hit rolls of 1 made for friendly <CHAPTER> units within 6" of this model.	
Storm shield	A model with a storm shield has a 3+ invulnerable save.	
Teleport Strike	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle - 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
Captain	6"	2+	2+	4	4	6	4	9	2+/4++	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.	

Elites [16 PL, 304pts]

Terminators [16 PL, 304pts]

Categories: FACTION: ADEPTUS ASTARTES, FACTION: DEATHWATCH, FACTION: IMPERIUM, INFANTRY, ELITES, TERMINATOR

Rules: *And They Shall Know No Fear*

Abilities: *Combat Squads, Teleport Strike, Unflinching*

Deathwatch Terminator Sergeant [41pts]

Unit: *Deathwatch Terminator Sergeant*

Thunder Hammer and Storm Shield [18pts]

Selections: Storm shield [2pts], Thunder hammer [16pts]

Abilities: *Storm shield, Weapon: Thunder hammer*

Terminator [41pts]

Abilities: *Crux Terminatus, Unit: Deathwatch Terminator*

Thunder Hammer and Storm Shield [18pts]

Selections: Storm shield [2pts], Thunder hammer [16pts]

Abilities: *Storm shield, Weapon: Thunder hammer*

Terminator w/ Heavy Weapon [74pts]

Selections: Power fist [9pts]

Abilities: *Crux Terminatus, Unit: Deathwatch Terminator, Weapon: Power fist*

Cyclone Missile Launcher and Storm Bolter [42pts]

Selections: Cyclone missile launcher [38pts], Storm Bolter [4pts]

Weapon: *Cyclone missile launcher, Frag missile, Cyclone missile launcher, Krak missile, Storm bolter*

Terminator w/ Heavy Weapon [74pts]

Selections: Power fist [9pts]

Abilities: *Crux Terminatus, Unit: Deathwatch Terminator, Weapon: Power fist*

Cyclone Missile Launcher and Storm Bolter [42pts]

Selections: Cyclone missile launcher [38pts], Storm Bolter [4pts]

Weapon: *Cyclone missile launcher, Frag missile, Cyclone missile launcher, Krak missile, Storm bolter*

Terminator w/ Heavy Weapon [74pts]

Selections: Power fist [9pts]

Abilities: *Crux Terminatus, Unit: Deathwatch Terminator, Weapon: Power fist*

Cyclone Missile Launcher and Storm Bolter [42pts]

Selections: Cyclone missile launcher [38pts], Storm Bolter [4pts]

Weapon: *Cyclone missile launcher, Frag missile, Cyclone missile launcher, Krak missile, Storm bolter*

Abilities	Description	Ref
Combat Squads	Before deployment at the start of the game, a unit with this ability containing 10 models may be split into two units, each containing 5 models. Units of Agressors, Bikers or Inceptors containing 6 models can also be split into two units, each containing 3 models.	
Crux Terminatus	Terminators have a 5+ invulnerable save.	
Storm shield	A model with a storm shield has a 3+ invulnerable save.	
Teleport Strike	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Unflinching	This unit automatically passes Morale tests.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Deathwatch Terminator	5"	3+	3+	4	4	2	2	8	2+	
Deathwatch Terminator Sergeant	5"	3+	3+	4	4	2	3	9	2+/5++	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Cyclone missile launcher, Frag missile	36"	Heavy 2D3	4	0	1	-	
Cyclone missile launcher, Krak missile	36"	Heavy 2	8	-2	D6	-	
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.	

Supreme Command Detachment +1CP (Imperium - Grey Knights) [12 PL, 180pts]

HQ [12 PL, 180pts]

Lord Kaldor Draigo [12 PL, 180pts]

Categories: HQ, GREY KNIGHTS, ADEPTUS ASTARTES, PSYKER, INFANTRY, TERMINATOR, LORD KALDOR DRAIGO, GRAND MASTER, CHARACTER, FACTION: IMPERIUM

Rules: *And They Shall Know No Fear, Bane of Evil, Chapter Master, Daemon Hunters, Rites of Banishment, Warp Emergence*

Abilities: Storm shield, **Psychic Power:** Smite (Rites of Banishment), **Psyker:** Psyker (Sanctic 2), **Unit:** Lord Kaldor Draigo, **Weapon:** Frag grenade, Krak grenade, Psyk-out Grenade, Storm bolter, The Titansword

Abilities	Description	Ref
Storm shield	A model with a storm shield has a 3+ invulnerable save.	

Psychic Power	Warp Charge	Range	Details	Ref
Smite (Rites of Banishment)	5	12"	If manifested, the closest enemy unit within 12" suffers 1 mortal wounds; unless target is a Daemon, in which case it causes 3 mortal wounds.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Psyker (Sanctic 2)	2	2	2	Sanctic	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Lord Kaldor Draigo	5"	2+	2+	4	4	7	5	9	2+/3++	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Psyk-out Grenade	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a (Psyker) or (Daemon), the target suffers a mortal wound instead of the normal damage.	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	
The Titansword	Melee	Melee	+4	-4	3		

Supreme Command Detachment +1CP (Imperium - Space Marines) [22 PL, 2CP, 405pts]

HQ [10 PL, 2CP, 200pts]

Marneus Calgar [10 PL, 2CP, 200pts]

Selections: Warlord

Categories: FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, ULTRAMARINES, CHARACTER, INFANTRY, CHAPTER MASTER, TERMINATOR, MARNEUS CALGAR, HQ, WARLORD

Rules: *And They Shall Know No Fear*

Abilities: *Adept of the Codex, Armour of Antilochus, Chapter Master, Master Tactician, Teleport Strike*, **Unit:** *Marneus Calgar*, **Weapon:** *Gauntlets of Ultramar (melee), Gauntlets of Ultramar (shooting), Relic blade*

Abilities	Description	Ref
Adept of the Codex	Whilst your Warlord is on the battlefield, roll a D6 each time you spend a Command Point to use a Stratagem; on a 5+ that CP is immediately refunded.	
Armour of Antilochus	Marneus Calgar has a 4+ invulnerable save. In addition, all damage suffered by Marneus Calgar is halved (rounding up).	
Chapter Master	You can re-roll failed hit rolls for friendly ULTRAMARINES units within 6" of Marneus Calgar.	
Master Tactician	If your army is Battle-forged, you receive an additional 2 Command Points if Marneus Calgar is your Warlord.	
Teleport Strike	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle - 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
Marneus Calgar	6"	2+	2+	4	4	7	5	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Gauntlets of Ultramar (melee)	Melee	Melee	x2	-3	D3	-	
Gauntlets of Ultramar (shooting)	24"	Rapid Fire 2	4	-1	2	-	
Relic blade	Melee	Melee	+2	-3	D3	-	

Elites [12 PL, 205pts]

Terminator Assault Squad [12 PL, 205pts]

Categories: FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, INFANTRY, TERMINATOR ASSAULT SQUAD, TERMINATOR, ELITES

Rules: *And They Shall Know No Fear*

Abilities: *Combat Squads, Crux Terminatus, Teleport Strike*, **Unit:** *Terminator, Terminator Sergeant*

Terminator Sergeant [41pts]

Thunder Hammer & Storm Shield [18pts]

Selections: Storm shield [2pts], Thunder hammer [16pts]

Abilities: *Storm shield*, **Weapon:** *Thunder hammer*

4x Terminator w/THSS [164pts]

Selections: 4x Storm shield [8pts], 4x Thunder hammer [64pts]

Abilities: *Storm shield*, **Weapon:** *Thunder hammer*

Abilities	Description	Ref
Combat Squads	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.	
Crux Terminatus	This model has a 5+ invulnerable save.	
Storm shield	A model with a storm shield has a 3+ invulnerable save.	
Teleport Strike	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle - 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
Terminator	5"	3+	3+	4	4	2	2	8	2+	
Terminator Sergeant	5"	3+	3+	4	4	2	3	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.	

Force Rules

Defenders of Humanity: A unit with this ability 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 that objective marker. 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 within range of it as normal.

Grim Resolve: You can re-roll all hit rolls of 1 for this unit whenever it shoots (including when firing Overwatch) so long as it did not move in its prior Movement phase. In addition, this unit can never lose more than one model as the result of any single failed morale test.

SIA - Dragonfire Rounds: Add 1 to the hit rolls for this weapon when targeting a unit that is in cover.

SIA - Hellfire Rounds: This weapon always wounds on a 2+ (except against VEHICLES and TITANIC units).

SIA - Kraken Bolts: Add 3" to the range of this weapon if it is a Pistol – or 6" otherwise – and improve the AP of the attack by 1 (e.g. an AP of 0 becomes -1), to a maximum AP of -2.

SIA - Vengeance Rounds: Subtract 3" from the range of this weapon if it is a Pistol – or 6" otherwise – and improve the AP of the attack by 2 (e.g. an AP of 0 becomes -2), to a maximum AP of -3.

Selection Rules

And They Shall Know No Fear: You can re-roll failed Morale tests for this unit.

Bane of Evil: When a friendly (GREY KNIGHTS) unit within 6" of Lord Kaldor Draigo makes an attack against a (DAEMON) unit in the Fight phase, you can re-roll damage rolls for that unit.

Chapter Master: You can re-roll failed hit rolls for friendly GREY KNIGHTS units that are within 6" of Lord Kaldor Draigo.

Daemon Hunters: If this unit attacks any Daemon in the Fight phase, you can re-roll failed wound rolls for those attacks.

Hunters Unleashed: If your army is battle-forged, in any turn in which a unit with this ability made a charge move, was charged or made a Heroic Intervention, you can add 1 to its hit rolls in the Fight phase. In addition, CHARACTERS with this ability can perform a Heroic Intervention if, after the enemy has completed all of their charge moves, there are any enemy units within 6" of them. They can move up to 6" when performing a Heroic Intervention, so long as they end the move closer to the nearest enemy model.

Rites of Banishment: When this unit manifests the Smite psychic power, it has a range of 12" rather than 18". Additionally, the target unit suffers only 1 mortal wound rather than D3 (whether or not the result of the Psychic test is more than 10) - unless the target is a Daemon in which case it suffers 3 mortal wounds instead of D3.

Warp Emergence: During deployment, you can set up Lord Kaldor Draigo in the warp instead of placing him on the battlefield. At the end of any of your Movement phases Lord Kaldor Draigo can emerge from the warp – set him up anywhere on the battlefield that is more than 9" away from any enemy models.

