

## New Roster (Warhammer 40,000 8th Edition) [55 PL, 997pts]

### Battalion Detachment +3CP (Imperium - Space Marines) [55 PL, 997pts]

#### Dedicated Transport [15 PL, 342pts]

##### Razorback [5 PL, 114pts]

**Selections:** Twin assault cannon [44pts]

**Categories:** Adeptus Astartes, Imperium, Vehicle, Transport, Razorback, Dedicated Transport

**Rules:** *Explodes (6"/D3), Smoke Launchers*

**Transport:** *Transport*, **Unit:** *Razorback*, **Weapon:** *Twin assault cannon*, **Wound Track:** *Razorback 1, Razorback 2, Razorback 3*

Transport	Capacity	Ref
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<b>Transport</b>	This model can transport 6 CHAPTER INFANTRY models. It cannot transport JUMP PACK, TERMINATORS, PRIMARIS, or CENTURION models.
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Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Razorback	*	6+	*	6	7	10	*	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Twin assault cannon	24"	Heavy	12	6	-1	1 -	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Razorback 1	6-10+	12"	3+	3	
Razorback 2	3-5	6"	4+	D3	
Razorback 3	1-2	3"	5+	1	

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**Categories:** Adeptus Astartes, Imperium, Vehicle, Transport, Razorback, Dedicated Transport

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Weapon	Range	Type	S	AP	D	Abilities	Ref
Twin assault cannon	24"	Heavy	12	6	-1	1 -	

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Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Twin assault cannon</b>	24"	Heavy	12	6	-1	1 -	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
<b>Razorback 1</b>	6-10+	12"	3+	3	
<b>Razorback 2</b>	3-5	6"	4+	D3	
<b>Razorback 3</b>	1-2	3"	5+	1	

## Heavy Support [8 PL, 165pts]

### Hellblaster Squad [8 PL, 165pts]

**Selections:** Plasma incinerator [75pts]

**Categories:** Adeptus Astartes, Hellblaster Squad, Imperium, Infantry, Primaris, Heavy Support

**Rules:** *And They Shall Know No Fear*

**Abilities:** *Combat Squads*, **Unit:** *Hellblaster, Hellblaster Sergeant*, **Weapon:** *Plasma incinerator, Standard, Plasma incinerator, Supercharge*

### 4x Hellblaster [72pts]

**Weapon:** *Bolt pistol, Frag grenade, Krak grenade*

### Hellblaster Sergeant [18pts]

**Selections:** Bolt pistol

**Weapon:** *Bolt pistol, Frag grenade, Krak grenade*

Abilities	Description	Ref
<b>Combat Squads</b>	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt pistol</b>	12"	Pistol	1	4	0	1 -	
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-	
<b>Krak grenade</b>	6"	Grenade	1	6	-1	D3 -	

<b>Plasma incinerator, Standard</b>	30"	Rapid Fire 1	7	-4	1	-
<b>Plasma incinerator, Supercharge</b>	30"	Rapid Fire 1	8	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.

## HQ [17 PL, 295pts]

### Primaris Captain [6 PL, 95pts]

**Selections:** Master-crafted auto bolt rifle [4pts], Power sword [4pts], The Shield Eternal

**Categories:** Adeptus Astartes, Captain, Character, Imperium, Infantry, Primaris, HQ

**Rules:** *And They Shall Know No Fear*

**Abilities:** *Iron Halo, Rites of Battle, The Shield Eternal*, **Unit:** *Primaris Captain*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Master-crafted auto bolt rifle, Power sword*

Abilities	Description	Ref
<b>Iron Halo</b>	This model has a 4+ invulnerable save.	
<b>Rites of Battle</b>	You can re-roll hit rolls of 1 made for friendly CHAPTER units within 6" of this model.	
<b>The Shield Eternal</b>	Model with a storm shield or combat shield only. The Eternal Shield replaces the model's storm shield or combat shield. This relic grants the bearer a 3+ invulnerable save, and any damage they suffer is halved (rounding up).	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Primaris Captain</b>	6"	2+	2+	4	4	6	5	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-	
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-	
<b>Master-crafted auto bolt rifle</b>	24"	Assault 2	4	0	2	-	
<b>Power sword</b>	Melee	Melee	User	-3	1	-	

### Sergeant Chronus [11 PL, 200pts]

**Categories:** Adeptus Astartes, Character, Chronus, Imperium, Infantry, Ultramarines, HQ

**Rules:** *And They Shall Know No Fear*

**Abilities:** *Tank Commander*, **Unit:** *Sergeant Chronus (Infantry), Sergeant Chronus (Tank Commander)*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Servo-arm*

### Predator [9 PL, 160pts]

**Selections:** Twin lascannon [50pts], Two Heavy Bolters [20pts]

**Categories:** Adeptus Astartes, Imperium, Vehicle, Predator, Heavy Support

**Rules:** *Explodes (6"/D3), Smoke Launchers*

**Unit:** *Predator*, **Weapon:** *Heavy bolter, Twin lascannon*, **Wound Track:** *Row 1, Row 2, Row 3*

Abilities	Description	Ref
<b>Tank Commander</b>	Sergeant Chronus always begins the game commanding a vehicle. Whilst commanding the vehicle, use that vehicle's normal profile, weapons, abilities, keywords, and characteristics, with the exception of its Ballistic Skill - use Sergeant Chronus' Ballistic Skill of 2+ when firing with the vehicle instead. If Sergeant Chronus is commanding a vehicle at the start of your turn, he can restore one lost wounds it has suffered. If Sergeant Chronus' vehicle has been reduced to 0 wounds, set him up within 3" before removing the vehicle from the battlefield. He is treated as a passenger disembarking from a destroyed transport. Assuming he survives, Sergeant Chronus then uses the Infantry profile above and the keywords below. He is equipped with a bolt pistol, servo-arm, and frag and krak grenades.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Predator	*	6+	*	6	7	11	*	8	3+	
Sergeant Chronus (Infantry)	6"	3+	2+	4	4	4	2	8	3+	
Sergeant Chronus (Tank Commander)	-	-	2+	-	-	-	-	-	-	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Heavy bolter	36"	Heavy 3	5	-1	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.	
Twin lascannon	48"	Heavy 2	9	-3	D6	-	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Row 1	6-11+	12"	3+	3	
Row 2	3-5	6"	4+	D3	
Row 3	1-2	3"	5+	1	

## Troops [15 PL, 195pts]

### Tactical Squad [5 PL, 65pts]

**Selections:** 4x Space Marine [52pts], Space Marine Sergeant [13pts]

**Categories:** Adeptus Astartes, Imperium, Infantry, Tactical Squad, Troops

**Rules:** *And They Shall Know No Fear*

**Abilities:** *Combat Squads*, **Unit:** *Space Marine, Space Marine Sergeant*

Abilities	Description	Ref
<b>Combat Squads</b>	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Space Marine	6"	3+	3+	4	4	1	1	7	3+	
Space Marine Sergeant	6"	3+	3+	4	4	1	2	8	3+	

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 grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

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<b>Combat Squads</b>	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Space Marine	6"	3+	3+	4	4	1	1	7	3+	
Space Marine Sergeant	6"	3+	3+	4	4	1	2	8	3+	

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 grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

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Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Space Marine	6"	3+	3+	4	4	1	1	7	3+	
Space Marine Sergeant	6"	3+	3+	4	4	1	2	8	3+	

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 grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

## Selection Rules

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

**Explodes (6"/D3):** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this models can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.