

# New Roster (Warhammer 40,000 10th Edition) [1,500pts]

## Army Roster (Imperium - Adeptus Astartes - Space Wolves) [1,500pts]

Rules: *Oath of Moment*

### Configuration

#### Battle Size

Categories: CONFIGURATION

#### Detachment

Selections: Gladius Task Force

Categories: CONFIGURATION, GRENADES

Abilities: *Combat Doctrines*

Abilities	Description	Ref
	At the start of your Command phase, you can select one of the Combat Doctrines listed below. Until the start of your next Command phase, that Combat Doctrine is active and its effects apply to all Adeptus Astartes units from your army with this ability. You can only select each Combat Doctrine once per battle.	
Combat Doctrines	DEVASTATOR DOCTRINE This unit is eligible to shoot in a turn in which it Advanced.	
	TACTICAL DOCTRINE This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.	
	ASSAULT DOCTRINE This unit is eligible to declare a charge in a turn in which it Advanced.	

#### Show/Hide Options

Selections: Agents of the Imperium are visible, Imperial Knights are visible, Legends are visible, Titans are visible, Unaligned Forces are visible, Unaligned Fortifications are visible

Categories: CONFIGURATION

### Epic Hero [170pts]

## Arjac Rockfist [95pts]

**Selections:** Foehammer, Warlord

**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: SPACE WOLVES, INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TERMINATOR, ARJAC ROCKFIST, WARLORD

**Rules:** *Anti-, Assault, Deep Strike, Leader, Oath of Moment*

**Abilities:** *Anvil of Endurance, Champion of the Kingsguard, Invulnerable Save, Leader*, **Melee Weapons:** *Foehammer*, **Ranged Weapons:** *Foehammer*, **Unit:** *Arjac Rockfist*

Abilities	Description	Ref
<b>Anvil of Endurance</b>	While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength.	
<b>Champion of the Kingsguard</b>	You can target this model with the Epic Challenge Stratagem for OCP. In addition, each time this model makes a melee attack that targets a CHARACTER unit, you can re-roll the Hit roll and you can re-roll the Wound roll.	
<b>Invulnerable Save</b>	4+	
<b>Leader</b>	<p>This model can be attached to the following units:</p> <ul style="list-style-type: none"> <li>■ Relic Terminator Squad</li> <li>■ Terminator Assault Squad</li> <li>■ Terminator Squad</li> <li>■ Wolf Guard Terminators</li> </ul> <p>You can attach this model to one of the above units even if one Captain or Chapter Master model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.</p>	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Foehammer	Melee	5	2+	8	-2	3	Anti-MONSTER 2+	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Foehammer	6"	1	2+	8	-2	3	Anti-MONSTER 2+, Assault	

Unit	M	T	SV	W	LD	OC	Ref
Arjac Rockfist	5"	5	2+	6	6+	1	

## Canis Wolfborn [75pts]

**Selections:** Bolt pistol, Crushing teeth and claws, Wolf claws

**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: SPACE WOLVES, MOUNTED, CHARACTER, EPIC HERO, IMPERIUM, CANIS WOLFBORN

**Rules:** *Extra Attacks, Leader, Oath of Moment, Pistol, Twin-linked*

**Abilities:** *Alpha Predator, Born of Wolves, Leader*, **Melee Weapons:** *Crushing teeth and claws, Wolf claws*, **Ranged Weapons:** *Bolt pistol*, **Unit:** *Canis Wolfborn*

Abilities	Description	Ref
<b>Alpha Predator</b>	Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy units suffers D3+3 mortal wounds.	
<b>Born of Wolves</b>	While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.  This model can be attached to the following units:	
<b>Leader</b>	<ul style="list-style-type: none"> <li>■ Fenrisian Wolves</li> <li>■ Thunderwolf Cavalry</li> </ul>	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
<b>Crushing teeth and claws</b>	Melee	3	4+	5	-1	1	Extra Attacks	
<b>Wolf claws</b>	Melee	8	2+	5	-2	1	Twin-linked	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
<b>Bolt pistol</b>	12"	1	5+	4	0	1	Pistol	

Unit	M	T	SV	W	LD	OC	Ref
<b>Canis Wolfborn</b>	10"	6	3+	6	6+	2	

## Character [220pts]

## Captain [80pts]

**Categories:** CHARACTER, INFANTRY, CAPTAIN, GRENADES, IMPERIUM, TACTICUS, FACTION: ADEPTUS ASTARTES

**Rules:** *Leader, Oath of Moment*

**Abilities:** *Finest Hour, Invulnerable Save, Leader, Rites of Battle*, **Unit:** *Captain (Relic Shield)*

### Heavy Bolt Pistol, Master-crafted power weapon and 1 Relic Shield

**Selections:** Heavy Bolt Pistol, Master-crafted Power Weapon, Relic Shield

**Rules:** *Pistol*

**Abilities:** *Relic Shield*, **Melee Weapons:** *Master-crafted Power Weapon (Captain)*, **Ranged Weapons:** *Heavy Bolt Pistol*

Abilities	Description	Ref
<b>Finest Hour</b>	Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the [DEVASTATING WOUNDS] ability.	
<b>Invulnerable Save</b>	4+	
<b>Leader</b>	<p>This model can be attached to the following units:</p> <ul style="list-style-type: none"> <li>■ Assault Intercessor Squad</li> <li>■ Bladeguard Veteran Squad*</li> <li>■ Hellblaster Squad*</li> <li>■ Infernus Squad</li> <li>■ Intercessor Squad</li> <li>■ Sternguard Veteran Squad</li> <li>■ Company Heroes</li> <li>■ Tactical Squad</li> </ul> <p>* This model cannot be attached to a Bladeguard Veteran Squad unless it is equipped with a relic shield, and cannot be attached to a Hellblaster Squad unless it is equipped with a plasma pistol.</p>	
<b>Relic Shield</b>	Add 1 to the bearer's wound characteristics	
<b>Rites of Battle</b>	Once per battle round, one unit from your army with this ability can be targeted by a Stratagem for OCP, even if another unit from your army has already been targeted by that Stratagem this phase.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Master-crafted Power Weapon (Captain)	Melee	6	2+	5	-2	2	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Heavy Bolt Pistol	18"	1	2+	4	-1	1	[PISTOL]	

Unit	M	T	SV	W	LD	OC	Ref
Captain (Relic Shield)	6"	4	3+	6	6+	1	

## Captain [80pts]

**Categories:** CHARACTER, INFANTRY, CAPTAIN, GRENADES, IMPERIUM, TACTICUS, FACTION: ADEPTUS ASTARTES

**Rules:** *Leader, Oath of Moment*

**Abilities:** *Finest Hour, Invulnerable Save, Leader, Rites of Battle*, **Unit:** *Captain (Relic Shield)*

### Heavy Bolt Pistol, Master-crafted power weapon and 1 Relic Shield

**Selections:** Heavy Bolt Pistol, Master-crafted Power Weapon, Relic Shield

**Rules:** *Pistol*

**Abilities:** *Relic Shield*, **Melee Weapons:** *Master-crafted Power Weapon (Captain)*, **Ranged Weapons:** *Heavy Bolt Pistol*

Abilities	Description	Ref
<b>Finest Hour</b>	Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the [DEVASTATING WOUNDS] ability.	
<b>Invulnerable Save</b>	4+	
<b>Leader</b>	<p>This model can be attached to the following units:</p> <ul style="list-style-type: none"> <li>■ Assault Intercessor Squad</li> <li>■ Bladeguard Veteran Squad*</li> <li>■ Hellblaster Squad*</li> <li>■ Infernus Squad</li> <li>■ Intercessor Squad</li> <li>■ Sternguard Veteran Squad</li> <li>■ Company Heroes</li> <li>■ Tactical Squad</li> </ul> <p>* This model cannot be attached to a Bladeguard Veteran Squad unless it is equipped with a relic shield, and cannot be attached to a Hellblaster Squad unless it is equipped with a plasma pistol.</p>	
<b>Relic Shield</b>	Add 1 to the bearer's wound characteristics	
<b>Rites of Battle</b>	Once per battle round, one unit from your army with this ability can be targeted by a Stratagem for OCP, even if another unit from your army has already been targeted by that Stratagem this phase.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Master-crafted Power Weapon (Captain)	Melee	6	2+	5	-2	2	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Heavy Bolt Pistol	18"	1	2+	4	-1	1	[PISTOL]	

Unit	M	T	SV	W	LD	OC	Ref
Captain (Relic Shield)	6"	4	3+	6	6+	1	

## Iron Priest [60pts]

**Selections:** Helfrost pistol, Servo-arm, Tempest hammer

**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: SPACE WOLVES, INFANTRY, CHARACTER, GRENADES, IMPERIUM, TECHMARINE, IRON PRIEST

**Rules:** *Extra Attacks, Leader, Oath of Moment, Pistol, Torrent*

**Abilities:** *Blessing of the Omnissiah, Iron Priest, Leader, Vengeance of the Omnissiah*, **Melee Weapons:** *Servo-arm, Tempest hammer*, **Ranged Weapons:** *► Helfrost pistol - dispersed, ► Helfrost pistol - focused*, **Unit:** *Iron Priest*

Abilities	Description	Ref
<b>Blessing of the Omnissiah</b>	In your Command phase, you can select one friendly ADEPTUS ASTARTES VEHICLE model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that VEHICLE model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.	
<b>Iron Priest</b>	While this model is within 3" of one or more friendly ADEPTUS ASTARTES VEHICLE units, this model has the Lone Operative ability  This model can be attached to the following units:	
<b>Leader</b>	<ul style="list-style-type: none"> <li>■ Astartes Servitors</li> <li>■ Blood Claws</li> <li>■ Grey Hunters</li> <li>■ Long Fangs</li> </ul>	
<b>Vengeance of the Omnissiah</b>	If a friendly ADEPTUS ASTARTES VEHICLE model is destroyed within 12" of this model, until the end of the battle, this model's tempest hammer has an Attacks characteristic of 6.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Servo-arm	Melee	1	3+	8	-2	3	Extra Attacks	
Tempest hammer	Melee	3	4+	8	-2	3	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
► Helfrost pistol - dispersed	12"		D3	N/A	3	-1	1	Pistol, Torrent
► Helfrost pistol - focused	12"	1	3+	6	-3	3	Pistol	

Unit	M	T	SV	W	LD	OC	Ref
Iron Priest	6"	4	2+	4	6+	1	

## Battleline [160pts]

## Intercessor Squad [80pts]

**Categories:** INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICUS, INTERCESSOR SQUAD, FACTION: ADEPTUS ASTARTES

**Rules:** *Oath of Moment*

**Abilities:** *Objective Secured*, **Unit:** *Intercessor Squad*

### Intercessor Sergeant

**Selections:** Bolt Pistol, Plasma Pistol, Power Fist

**Rules:** *Hazardous, Pistol*

**Melee Weapons:** *Power Fist*, **Ranged Weapons:** *Bolt Pistol*, ► *Plasma Pistol - Standard*, ► *Plasma Pistol - Supercharge*

### 4x Intercessors

**Selections:** 4x Bolt Pistol, 4x Bolt Rifle, 4x Close Combat Weapon

**Rules:** *Assault, Heavy, Pistol*

**Melee Weapons:** *Close Combat Weapon*, **Ranged Weapons:** *Bolt Pistol, Bolt Rifle*

Abilities	Description	Ref
<b>Objective Secured</b>	If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
<b>Close Combat Weapon</b>	Melee	3	3+	4	0	1	-	
<b>Power Fist</b>	Melee	3	3+	8	-2	2		

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
<b>Bolt Pistol</b>	12"	1	3+	4	0	1	Pistol	
<b>Bolt Rifle</b>	24"	2	3+	4	-1	1	Assault, Heavy	
► <b>Plasma Pistol - Standard</b>	12"	1	3+	7	-2	1	Pistol	
► <b>Plasma Pistol - Supercharge</b>	12"	1	3+	8	-3	2	Hazardous, Pistol	

Unit	M	T	SV	W	LD	OC	Ref
<b>Intercessor Squad</b>	6"	4	3+	2	6+	2	

## Intercessor Squad [80pts]

**Categories:** INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICUS, INTERCESSOR SQUAD, FACTION: ADEPTUS ASTARTES

**Rules:** *Oath of Moment*

**Abilities:** *Objective Secured*, **Unit:** *Intercessor Squad*

### Intercessor Sergeant

**Selections:** Bolt Pistol, Plasma Pistol, Power Fist

**Rules:** *Hazardous, Pistol*

**Melee Weapons:** *Power Fist*, **Ranged Weapons:** *Bolt Pistol*, ► *Plasma Pistol - Standard*, ► *Plasma Pistol - Supercharge*

### 4x Intercessors

**Selections:** 4x Bolt Pistol, 4x Bolt Rifle, 4x Close Combat Weapon

**Rules:** *Assault, Heavy, Pistol*

**Melee Weapons:** *Close Combat Weapon*, **Ranged Weapons:** *Bolt Pistol, Bolt Rifle*

Abilities	Description	Ref
<b>Objective Secured</b>	If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
<b>Close Combat Weapon</b>	Melee	3	3+	4	0	1	-	
<b>Power Fist</b>	Melee	3	3+	8	-2	2		

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
<b>Bolt Pistol</b>	12"	1	3+	4	0	1	Pistol	
<b>Bolt Rifle</b>	24"	2	3+	4	-1	1	Assault, Heavy	
► <b>Plasma Pistol - Standard</b>	12"	1	3+	7	-2	1	Pistol	
► <b>Plasma Pistol - Supercharge</b>	12"	1	3+	8	-3	2	Hazardous, Pistol	

Unit	M	T	SV	W	LD	OC	Ref
<b>Intercessor Squad</b>	6"	4	3+	2	6+	2	

## Infantry [195pts]



## Wolf Guard Terminators [195pts]

**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: SPACE WOLVES, INFANTRY, GRENADES, IMPERIUM, TERMINATOR, WOLF GUARD TERMINATORS

**Rules:** *Oath of Moment*

**Abilities:** *Attached Leaders, Invulnerable Save, Wolf Guard*, **Unit:** *Wolf Guard Terminators*

### Wolf Guard Terminator

**Selections:** Storm shield, Thunder hammer

**Rules:** *Devastating Wounds*

**Abilities:** *Storm Shield*, **Melee Weapons:** *Close Combat Weapon, Thunder hammer*, **Unit:** *Wolf Guard Terminators (Storm shield)*

### Wolf Guard Terminator

**Selections:** Storm shield, Thunder hammer

**Rules:** *Devastating Wounds*

**Abilities:** *Storm Shield*, **Melee Weapons:** *Close Combat Weapon, Thunder hammer*, **Unit:** *Wolf Guard Terminators (Storm shield)*

### Wolf Guard Terminator

**Selections:** Twin lightning claws

**Rules:** *Twin-linked*

**Melee Weapons:** *Close Combat Weapon, Twin lightning claws*

### Wolf Guard Terminator Pack Leader

**Selections:** Power weapon, Storm bolter

**Rules:** *Rapid Fire*

**Melee Weapons:** *Close Combat Weapon, Power weapon*, **Ranged Weapons:** *Storm Bolter*

### Wolf Guard Terminator w/ Heavy Weapon

**Selections:** Chainfist, Heavy Flamer

**Rules:** *Anti-, Ignores Cover, Torrent*

**Melee Weapons:** *Chainfist, Close Combat Weapon*, **Ranged Weapons:** *Heavy Flamer*

Abilities	Description	Ref
<b>Attached Leaders</b>	If a CHARACTER unit from your army with the Leader ability can be attached to a TERMINATOR SQUAD, it can instead be attached to this unit.	
<b>Invulnerable Save</b>	4+	
<b>Storm Shield</b>	The bearer has a Wounds characteristic of 4.	
<b>Wolf Guard</b>	Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristic and/or to the hit roll. In addition, each time a model in this unit makes an attack that targets the enemy unit you selected for the Oath of Moment ability this turn, add 1 to the Hit roll.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
<b>Chainfist</b>	Melee	3	4+	8	-2	2	Anti-Vehicle 3+	
<b>Close Combat Weapon</b>	Melee	3	3+	4	0	1		
<b>Power weapon</b>	Melee	4	3+	5	-2	1	-	
<b>Thunder hammer</b>	Melee	3	4+	8	-2	2	Devastating Wounds	
<b>Twin lightning claws</b>	Melee	5	3+	5	-2	1	Twin-linked	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
<b>Heavy Flamer</b>	12"	D6	N/A	5	-1	1	Ignores Cover, Torrent	
<b>Storm Bolter</b>	24"	2	3+	4	0	1	Rapid Fire 2	

Unit	M	T	SV	W	LD	OC	Ref
<b>Wolf Guard Terminators</b>	5"	5	2+	3	6+	1	
<b>Wolf Guard Terminators (Storm shield)</b>	5"	5	2+	4	6+	1	

## Mounted [180pts]

## Thunderwolf Cavalry [180pts]

**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: SPACE WOLVES, MOUNTED, GRENADES, IMPERIUM, THUNDERWOLF CAVALRY

**Rules:** *Oath of Moment*

**Abilities:** *Ferocious Charge*, **Unit:** *Thunderwolf Cavalry*

### 6x Thunderwolf w/ bolt pistol

**Selections:** 6x Bolt Pistol, 6x Crushing teeth and claws, 6x Heirloom weapon

**Rules:** *Extra Attacks, Pistol*

**Melee Weapons:** *Crushing teeth and claws, Heirloom weapon*, **Ranged Weapons:** *Bolt Pistol*

### 6x Thunderwolf w/ storm shield

**Selections:** 6x Crushing teeth and claws, 6x Heirloom weapon, 6x Storm shield

**Rules:** *Extra Attacks*

**Abilities:** *Storm Shield*, **Melee Weapons:** *Crushing teeth and claws, Heirloom weapon*

Abilities	Description	Ref
<b>Ferocious Charge</b>	Each time this unit makes a Charge move, until the end of the turn, add 1 to the Damage characteristic of melee weapons equipped by models in this unit.	
<b>Storm Shield</b>	The bearer has a 4+ invulnerable save.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
<b>Crushing teeth and claws</b>	Melee	3	4+	5	-1	1	Extra Attacks	
<b>Heirloom weapon</b>	Melee	4	3+	5	-1	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
<b>Bolt Pistol</b>	12"	1	3+	4	0	1	Pistol	

Unit	M	T	SV	W	LD	OC	Ref
<b>Thunderwolf Cavalry</b>	10"	6	3+	4	6+	2	

## Vehicle [575pts]

### Brutalis Dreadnought [175pts]

**Selections:** Brutalis Talons, Twin Icarus Ironhail Heavy Stubber, Twin Multi-melta

**Categories:** VEHICLE, DREADNOUGHT, WALKER, BRUTALIS DREADNOUGHT, IMPERIUM, FACTION: ADEPTUS ASTARTES

**Rules:** *Anti-, Deadly Demise D3, Melta, Oath of Moment, Rapid Fire, Twin-linked*

**Abilities:** *Brutalis Charge, Damaged: 1-4 Wounds Remaining*, **Melee Weapons:** ► *Brutalis Talons - Strike*, ► *Brutalis Talons - Sweep*,

**Ranged Weapons:** *Twin Icarus Ironhail Heavy Stubber, Twin Multi-melta*, **Unit:** *Brutalis Dreadnought*

Abilities	Description	Ref
<b>Brutalis Charge</b>	Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds	
<b>Damaged: 1-4 Wounds Remaining</b>	While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
► <b>Brutalis Talons - Strike</b>	Melee	6	3+	12	-2	3	Twin-linked	
► <b>Brutalis Talons - Sweep</b>	Melee	10	3+	7	-1	1	Twin-linked	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
<b>Twin Icarus Ironhail Heavy Stubber</b>	36"	3	3+	4	0	1	Anti-fly 4+, Rapid Fire 3, Twin-linked	
<b>Twin Multi-melta</b>	18"	2	3+	9	-4	D6	Melta 2, Twin-linked	

Unit	M	T	SV	W	LD	OC	Ref
<b>Brutalis Dreadnought</b>	8"	10	2+	12	6+	4	

## Gladiator Lancer [160pts]

**Selections:** 2 Fragstorm Grenade Launchers, Armoured Hull, Icarus Rocket Pod, Ironhail Heavy Stubber, Lancer Laser Destroyer

**Categories:** VEHICLE, IMPERIUM, SMOKE, GLADIATOR LANCER, FACTION: ADEPTUS ASTARTES

**Rules:** *Anti-, Blast, Deadly Demise D3, Heavy, Oath of Moment, Rapid Fire*

**Abilities:** *Aqullon Optics, Damaged: 1-4 Wounds Remaining*, **Melee Weapons:** *Armoured Tracks*, **Ranged Weapons:** *Fragstorm Grenade Launcher, Icarus Rocket Pod, Ironhail Heavy Stubber, Lancer Laser Destroyer*, **Unit:** *Gladiator Lancer*

Abilities	Description	Ref
<b>Aqullon Optics</b>	Each time this model is selected to shoot, you can re-roll one Hit roll, you can re-roll one Wound roll and you can re-roll one Damage roll when resolving its attacks	
<b>Damaged: 1-4 Wounds Remaining</b>	While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
<b>Armoured Tracks</b>	Melee	3	4+	6	0	1		

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
<b>Fragstorm Grenade Launcher</b>	18"	D6	3+	4	0	1	Blast	
<b>Icarus Rocket Pod</b>	24"	D3	3+	8	-1	2	Anti-fly 2+	
<b>Ironhail Heavy Stubber</b>	36"	3	3+	4	0	1	Rapid Fire 3	
<b>Lancer Laser Destroyer</b>	72"	2	3+	14	-4	D6+3	Heavy	

Unit	M	T	SV	W	LD	OC	Ref
<b>Gladiator Lancer</b>	10"	10	3+	12	6+	3	

## Land Raider [240pts]

**Selections:** Armoured Tracks, 2x Godhammer Lascannon, Hunter Killer Missile, Multi-melta, Storm Bolter, Twin Heavy Bolter

**Categories:** VEHICLE, SMOKE, IMPERIUM, FACTION: ADEPTUS ASTARTES, LAND RAIDER, TRANSPORT

**Rules:** *Deadly Demise D6, Melta, Oath of Moment, One Shot, Rapid Fire, Sustained Hits, Twin-linked*

**Abilities:** *Assault Ramp, Damaged: 1-5 Wounds Remaining, Transport*, **Melee Weapons:** *Armoured Hull*, **Ranged Weapons:** *Godhammer Lascannon, Hunter Killer Missile, Multi-melta, Storm Bolter, Twin Heavy Bolter*, **Unit:** *Land Raider*

Abilities	Description	Ref
<b>Assault Ramp</b>	Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.	
<b>Damaged: 1-5 Wounds Remaining</b>	While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.	
<b>Transport</b>	This model has a transport capacity of 12 Adeptus Astartes Infantry models. Each Jump Pack, Wulfen, Gravis or Terminator model takes up the space of 2 models and each Centurion model takes up the space of 3 models.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
<b>Armoured Hull</b>	Melee	6	4+	8	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
<b>Godhammer Lascannon</b>	48"	2	3+	12	-3	D6+1		
<b>Hunter Killer Missile</b>	48"	1	2+	14	-3	D6	One Shot	
<b>Multi-melta</b>	18"	2	3+	9	-4	D6	Melta 2	
<b>Storm Bolter</b>	24"	2	3+	4	0	1	Rapid Fire 2	
<b>Twin Heavy Bolter</b>	36"	3	3+	5	-1	2	Sustained Hits 1, Twin-linked	

Unit	M	T	SV	W	LD	OC	Ref
<b>Land Raider</b>	10"	12	2+	16	6+	5	

**Oath of Moment:** If your Army Faction is Adeptus Astartes, at the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, each time a model from your army with this ability makes an attack that targets that enemy unit, you can re-roll the Hit roll. ()

## Selection Rules

**Anti-:** Weapons with [ANTI-KEYWORD X+] in their profile are known as Anti weapons. Each time an attack is made with such a weapon against a target with the keyword after the word 'Anti-', an unmodified Wound roll of 'x+' scores a Critical Wound. (10th Edition Core Rules p28)

**Assault:** Weapons with [ASSAULT] in their profile are known as Assault weapons. If a unit that Advanced this turn contains any models equipped with Assault weapons, it is still eligible to shoot in this turn's Shooting phase. When such a unit is selected to shoot, you can only resolve attacks using Assault weapons its models are equipped with. (10th Edition Core Rules p25)

**Blast:** Weapons with [BLAST] in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit). (10th Edition Core Rules p26)

**Deadly Demise D3:** Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6"). (10th Edition Core Rules p23)

**Deadly Demise D6:** Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6"). (10th Edition Core Rules p23)

**Deep Strike:** During the Declare Battle Formations step, if every model in a unit has this ability, you can set it up in Reserves instead of setting it up on the battlefield. If you do, in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" horizontally away from all enemy models. (10th Edition Core Rules p39)

**Devastating Wounds:** Weapons with [DEVASTATING WOUNDS] in their profile are known as Devastating Wounds weapons. Each time an attack is made with such a weapon, if that attack scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated to models after all other attacks made by the attacking unit have been allocated and resolved (10th Edition Core Rules p28)

**Extra Attacks:** Weapons with [EXTRA ATTACKS] in their profile are known as Extra Attacks weapons. Each time the bearer of such a weapon fights, it can make attacks with that weapon in addition to the one it chooses to fight with. The number of attacks made with an Extra Attacks weapon cannot be modified by other rules. (10th Edition Core Rules p28)

**Hazardous:** Weapons with [HAZARDOUS] in their profile are known as Hazardous weapons. Each time a unit is selected to shoot or fight, if one or more models attack with Hazardous weapons, then after that unit has resolved all of its attacks, you must take one Hazardous test for each Hazardous weapon that was just used by rolling one D6. For each roll of 1, that test is failed and one model in that unit equipped with a Hazardous weapon is destroyed (selected by the controlling player), unless that model is a Character, Monster or Vehicle, in which case it suffers 3 mortal wounds instead. Note that if you selected a Character model in an Attached unit, the mortal wounds suffered must be allocated to that model first, even if there is another model in that unit that has lost one or more wounds or has had attacks allocated to it this phase. (10th Edition Core Rules p28)

**Heavy:** Weapons with [HEAVY] in their profile are known as Heavy weapons. Each time an attack is made with such a weapon, if the attacking model's unit Remained Stationary this turn, add 1 to that attack's Hit roll. (10th Edition Core Rules p26)

**Ignores Cover:** Weapons with [IGNORES COVER] in their profile are known as Ignores Cover weapons. Each time an attack is made with such a weapon, the target cannot have the Benefit of Cover against that attack. (10th Edition Core Rules p25)

**Leader:** While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack successfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit. (10th Edition Core Rules p39)

**Melta:** Weapons with [MELTA X] in their profile are known as Melta weapons. Each time an attack made with such a weapon targets a unit within half that weapon's range, that attack's Damage characteristic is increased by the amount denoted by 'x'. (10th Edition Core Rules p26)

**Oath of Moment:** If your Army Faction is Adeptus Astartes, at the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, each time a model from your army with this ability makes an attack that targets that enemy unit, you can re-roll the Hit roll. ()

**One Shot:** The bearer can only shoot with this weapon once per battle. ()

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

If a model is equipped with one or more Pistols, unless it is a MONSTER or VEHICLE model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets. (10th Edition Core Rules p25)

**Rapid Fire:** Weapons with [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon targets a unit within half that weapon's range, the Attacks characteristic of that weapon is increased by the amount denoted by 'x'. (10th Edition Core Rules p25)

**Sustained Hits:** Weapons with [SUSTAINED HITS X] in their profile are known as Sustained Hits weapons. Each time an attack is made with such a weapon, if a Critical Hit is rolled, that attack scores a number of additional hits on the target as denoted by 'x' (10th Edition Core Rules p28)

**Torrent:** Weapons with [TORRENT] in their profile are known as Torrent weapons. Each time an attack is made with such a weapon, that attack automatically hits the target. (10th Edition Core Rules p25)

**Twin-linked:** Weapons with [TWIN-LINKED] in their profile are known as Twin-linked weapons. Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll. (10th Edition Core Rules p25)