

Imperium - Adeptus Astartes - Blood Angels - Turniejowa rozpiska vol.1 - (2000 pts)

Army Roster (Imperium - Adeptus Astartes - Blood Angels) (2000 pts)

Rules: Oath of Moment

Configuration	
Battle Size	Strike Force (2000 Point limit)
Detachment	Liberator Assault Group Abilities: The Red Thirst
Show/Hide Options	Unaligned Fortifications are visible, Unaligned Forces are visible, Titans are visible, Legends are visible, Imperial Knights are visible, Agents of the Imperium are visible
Epic Hero (375 pts)	
Chief Librarian Mephiston (1) (125 pts)	Warlord Rules: Lone Operative, Fights First, Feel No Pain 4+, Oath of Moment, Hazardous, Sustained Hits, Pistol, Psychic, Lethal Hits Unit: Chief Librarian Mephiston Abilities: The Quickening [Psychic], Transfixing Gaze [Aura, Psychic], Invulnerable Save 5+ Ranged Weapons: Fury of the Ancients - Witchfire, Fury of the Ancients - Focused Witchfire, Plasma Pistol - Standard, Plasma Pistol - Supercharge Melee Weapons: Vitarus
Lemartes (1) (110 pts)	Rules: Leader, Oath of Moment, Deep Strike, Feel No Pain 6+, Lethal Hits Unit: Lemartes Abilities: Guardian of the Lost, Fury Unbound, Leader[1], Invulnerable Save Ranged Weapons: Absolver Bolt Pistol Melee Weapons: The Blood Crozius
The Sanguinor (1) (140 pts)	Rules: Lone Operative, Deep Strike, Fights First, Oath of Moment, Devastating Wounds Unit: The Sanguinor Abilities: Aura of Fervour (Aura), Miraculous Savior, Invulnerable Save Melee Weapons: Encarmine Broadsword
Character (235 pts)	
Blood Angels Captain (1) (80 pts)	Inferno Pistol, Power Fist Rules: Pistol Unit: Blood Angels Captain (x2) (x2) Abilities: Leader[2], Invulnerable Save, Rites of Battle, Finest Hour Melee Weapons: Power Fist (x2) (x2) Ranged Weapons: Inferno Pistol (x2)[2] (x2)
Blood Angels Captain (1) (80 pts)	Inferno Pistol, Power Fist Rules: Pistol Unit: Blood Angels Captain (x2) (x2) Abilities: Leader[2], Invulnerable Save, Rites of Battle, Finest Hour Melee Weapons: Power Fist (x2) (x2) Ranged Weapons: Inferno Pistol (x2)[2] (x2)
Chaplain with Jump Pack (1) (75 pts)	Bolt Pistol Rules: Deep Strike, Leader, Oath of Moment, Pistol Unit: Chaplain with Jump Pack Abilities: Exhortation of Rage, Leader[3], Invulnerable Save, Litany of Hate Melee Weapons: Crozius Arcanum Ranged Weapons: Bolt Pistol (x7) (x7)
Battleline (150 pts)	
Assault Intercessor Squad (5) (75 pts)	<ul style="list-style-type: none"> • Assault Intercessor Sergeant: Power Fist, Plasma Pistol • 4x Assault Intercessors Rules: Oath of Moment, Hazardous, Pistol Unit: Assault Intercessor Squad (x2) (x2) Abilities: Shock Assault Ranged Weapons: Plasma Pistol - Supercharge (x10) (x10), Plasma Pistol - Standard (x10) (x10), Heavy Bolt Pistol (x11) (x11) Melee Weapons: Power Fist (x9) (x9), Astartes Chainsword (x14) (x14)

Assault Intercessor Squad (5) (75 pts)	<ul style="list-style-type: none"> Assault Intercessor Sergeant: Power Fist, Plasma Pistol 4x Assault Intercessors <p>Rules: Oath of Moment, Hazardous, Pistol Unit: Assault Intercessor Squad (x2) (x2) Abilities: Shock Assault Ranged Weapons: Plasma Pistol - Supercharge (x10) (x10), Plasma Pistol - Standard (x10) (x10), Heavy Bolt Pistol (x11) (x11) Melee Weapons: Power Fist (x9) (x9), Astartes Chainsword (x14) (x14)</p>
Infantry (980 pts)	
Assault Intercessors with Jump Packs (5) (90 pts)	<ul style="list-style-type: none"> Assault Intercessor Sergeant with Jump Pack: Power Fist, Plasma Pistol 3x Assault Intercessors with Jump Pack Assault Intercessors with Jump Pack w/ Plasma Pistol <p>Rules: Oath of Moment, Deep Strike, Hazardous, Pistol Unit: Assault Intercessors with Jump Packs (x3) (x3) Abilities: Hammer of Wrath Ranged Weapons: Plasma Pistol - Supercharge (x10) (x20), Plasma Pistol - Standard (x10) (x20), Heavy Bolt Pistol (x11) (x11) Melee Weapons: Power Fist (x9) (x9), Astartes Chainsword (x14) (x28)</p>
Assault Intercessors with Jump Packs (5) (90 pts)	<ul style="list-style-type: none"> Assault Intercessor Sergeant with Jump Pack: Power Fist, Plasma Pistol 3x Assault Intercessors with Jump Pack Assault Intercessors with Jump Pack w/ Plasma Pistol <p>Rules: Oath of Moment, Deep Strike, Hazardous, Pistol Unit: Assault Intercessors with Jump Packs (x3) (x3) Abilities: Hammer of Wrath Ranged Weapons: Plasma Pistol - Supercharge (x10) (x20), Plasma Pistol - Standard (x10) (x20), Heavy Bolt Pistol (x11) (x11) Melee Weapons: Power Fist (x9) (x9), Astartes Chainsword (x14) (x28)</p>
Assault Intercessors with Jump Packs (5) (90 pts)	<ul style="list-style-type: none"> Assault Intercessor Sergeant with Jump Pack: Power Fist, Plasma Pistol 3x Assault Intercessors with Jump Pack Assault Intercessors with Jump Pack w/ Plasma Pistol <p>Rules: Oath of Moment, Deep Strike, Hazardous, Pistol Unit: Assault Intercessors with Jump Packs (x3) (x3) Abilities: Hammer of Wrath Ranged Weapons: Plasma Pistol - Supercharge (x10) (x20), Plasma Pistol - Standard (x10) (x20), Heavy Bolt Pistol (x11) (x11) Melee Weapons: Power Fist (x9) (x9), Astartes Chainsword (x14) (x28)</p>
Death Company Marines with Jump Packs (10) (240 pts)	<ul style="list-style-type: none"> 3x Death Company Marine 2x Death Company Marine w/ alternate weapons: Inferno Pistol, Power Fist 2x Death Company Marine w/ alternate weapons: Plasma Pistol, Astartes Chainsword 2x Death Company Marine w/ Eviscerator: Heavy Bolt Pistol Death Company Marine w/ Power Weapon/Fist: Heavy Bolt Pistol, Power Fist <p>Rules: Feel No Pain 6+, Deep Strike, Oath of Moment, Pistol, Hazardous, Sustained Hits Unit: Death Company Marine with Jump Pack (x2) (x2) Abilities: Savage Fury, Attached Unit, Black Rage Melee Weapons: Astartes Chainsword (x14) (x28), Power Fist (x9) (x18), Eviscerator (x2) (x2) Ranged Weapons: Heavy Bolt Pistol (x11) (x33), Inferno Pistol (x2)[1] (x2), Plasma Pistol - Supercharge (x10) (x10), Plasma Pistol - Standard (x10) (x10)</p>
Death Company Marines with Jump Packs (10) (240 pts)	<ul style="list-style-type: none"> 3x Death Company Marine 2x Death Company Marine w/ alternate weapons: Inferno Pistol, Power Fist 2x Death Company Marine w/ alternate weapons: Plasma Pistol, Astartes Chainsword 2x Death Company Marine w/ Eviscerator: Heavy Bolt Pistol Death Company Marine w/ Power Weapon/Fist: Heavy Bolt Pistol, Power Fist <p>Rules: Feel No Pain 6+, Deep Strike, Oath of Moment, Pistol, Hazardous, Sustained Hits Unit: Death Company Marine with Jump Pack (x2) (x2) Abilities: Savage Fury, Attached Unit, Black Rage Melee Weapons: Astartes Chainsword (x14) (x28), Power Fist (x9) (x18), Eviscerator (x2) (x2) Ranged Weapons: Heavy Bolt Pistol (x11) (x33), Inferno Pistol (x2)[1] (x2), Plasma Pistol - Supercharge (x10) (x10), Plasma Pistol - Standard (x10) (x10)</p>
Infiltrator Squad (5) (100 pts)	<ul style="list-style-type: none"> Infiltrator Comms Array, Helix Gauntlet 4x Infiltrator Infiltrator Sergeant <p>Rules: Infiltrators, Oath of Moment, Feel No Pain, Pistol Unit: Infiltrator Squad Abilities: Omni-scramblers, Helix Gauntlet, Infiltrator Comms Array Ranged Weapons: Bolt Pistol (x7) (x14), Marksman Bolt Carbine (x2) (x4) Melee Weapons: Close Combat Weapon (x2) (x4)</p>

Scout Squad (5) (65 pts)	<ul style="list-style-type: none"> • Scout Sergeant: Astartes Chainsword • 4x Scouts w/ Combat Knife <p>Rules: Scouts 6", Infiltrators, Oath of Moment, Pistol Unit: Scout Squad (x2) (x2) Abilities: Guerrilla Tactics Ranged Weapons: Bolt Pistol (x7) (x14) Melee Weapons: Close Combat Weapon (x4) (x8), Astartes Chainsword (x14) (x14), Combat Knife (x2) (x2)</p>
Scout Squad (5) (65 pts)	<ul style="list-style-type: none"> • Scout Sergeant: Astartes Chainsword • 4x Scouts w/ Combat Knife <p>Rules: Scouts 6", Infiltrators, Oath of Moment, Pistol Unit: Scout Squad (x2) (x2) Abilities: Guerrilla Tactics Ranged Weapons: Bolt Pistol (x7) (x14) Melee Weapons: Close Combat Weapon (x4) (x8), Astartes Chainsword (x14) (x14), Combat Knife (x2) (x2)</p>
Vehicle (260 pts)	
Predator Destructor (1) (130 pts)	<p>2 Lascannons, Storm Bolter, Hunter Killer Missile</p> <p>Rules: Deadly Demise D3, Oath of Moment, One Shot, Rapid Fire Abilities: Destructor, Damaged: 1-4 Wounds Remaining Unit: Predator Destructor (x2) (x2) Melee Weapons: Armoured Tracks (x2) (x2) Ranged Weapons: Hunter Killer Missile (x2) (x2), Predator Autocannon (x2) (x2), Storm Bolter (x2) (x2), Lascannon (x4) (x4)</p>
Predator Destructor (1) (130 pts)	<p>2 Lascannons, Storm Bolter, Hunter Killer Missile</p> <p>Rules: Deadly Demise D3, Oath of Moment, One Shot, Rapid Fire Abilities: Destructor, Damaged: 1-4 Wounds Remaining Unit: Predator Destructor (x2) (x2) Melee Weapons: Armoured Tracks (x2) (x2) Ranged Weapons: Hunter Killer Missile (x2) (x2), Predator Autocannon (x2) (x2), Storm Bolter (x2) (x2), Lascannon (x4) (x4)</p>

Rules:

<p>Oath of Moment</p>	<p>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.</p>
<p>Lone Operative</p>	<p>Unless part of an Attached unit, this unit can only be selected as the target of a ranged attack if the attacking model is within 12".</p>
<p>Fights First</p>	<p>Units with this ability that are eligible to fight do so in the Fights First step, provided every model in the unit has this ability.</p>
<p>Feel No Pain 4+</p>	<p>Some models have 'Feel No Pain x+' listed in their abilities. Each time a model with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll one D6: if the result is greater than or equal to the number denoted by 'x': that wound is ignored and is not lost. If a model has more than one Feel No Pain ability, you can only use one of those abilities each time that model suffers damage and so would lose a wound.</p>
<p>Hazardous</p>	<p>Weapons with [HAZARDOUS] in their profile are known as Hazardous weapons. Each time a unit is selected to shoot or fight, after that unit has resolved all of its attacks, for each Hazardous weapon that targets were selected for when resolving those attacks, that unit must take one Hazardous test. To do so, roll one D6: on a 1, that test is failed. For each failed test you must resolve the following sequence (resolve each failed test one at a time):</p> <ul style="list-style-type: none"> % If possible, select one model in that unit that has lost one or more wounds and one or more weapons. % Otherwise, if possible, select one model in that unit (excluding CHARACTER models) that has lost one or more wounds and one or more weapons. % Otherwise, select one CHARACTER model in that unit equipped with one or more weapons. <p>If a model was selected, that unit suffers 3 mortal wounds and when allocating those mortal wounds, they must be allocated to the selected model.</p> <p>If a unit from a player's army is selected as the target of the Fire Overwatch Stratagem in their opponent's Charge phase, any mortal wounds inflicted by Hazardous tests are allocated after the charging unit has ended its Charge move.</p>
<p>Sustained Hits</p>	<p>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'</p>
<p>Pistol</p>	<p>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.</p> <p>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.</p>
<p>Psychic</p>	<p>Some weapons and abilities can only be used by PSYKERS. Such weapons and abilities are tagged with the word 'Psychic'. If a Psychic weapon or ability causes any unit to suffer one or more wounds, each of those wounds is considered to have been inflicted by a Psychic Attack.</p>
<p>Lethal Hits</p>	<p>Weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons. Each time an attack is made with such a weapon, a Critical Hit automatically wounds the target.</p>
<p>Leader</p>	<p>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.</p> <p>Each time the last model in a Bodyguard unit is destroyed, each CHARACTER unit that is part of that Attached unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.</p> <p>Each time the last model in a CHARACTER unit that is attached to a Bodyguard unit is destroyed and there is not another CHARACTER unit attached, that Attached unit's Bodyguard unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.</p> <p>Each time a unit that is part of an Attached unit is destroyed, it does not have the keywords of any other units that make up that Attached unit (unless it has those keywords on its own datasheet) for the purposes of any rules that would be triggered when that unit is destroyed.</p>
<p>Deep Strike</p>	<p>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.</p> <p>If a unit with the Deep Strike ability arrives from Strategic Reserves, the controlling player can choose for that unit to be set up either using the rules for Strategic Reserves or using the Deep Strike ability.</p>

Feel No Pain 6+	Some models have 'Feel No Pain x+' listed in their abilities. Each time a model with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll one D6: if the result is greater than or equal to the number denoted by 'x': that wound is ignored and is not lost. If a model has more than one Feel No Pain ability, you can only use one of those abilities each time that model suffers damage and so would lose a wound.
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. After that attack is allocated and after any modifiers are applied, it inflicts a number of mortal wounds on the target equal to the Damage characteristic of that attack, instead of inflicting damage normally.
Infiltrators	During deployment, if every model in a unit has this ability, then when you set it up, it can be set up anywhere on the battlefield that is more than 9" horizontally away from the enemy deployment zone and all enemy models.
Feel No Pain	Some models have 'Feel No Pain x+' listed in their abilities. Each time a model with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll one D6: if the result is greater than or equal to the number denoted by 'x': that wound is ignored and is not lost. If a model has more than one Feel No Pain ability, you can only use one of those abilities each time that model suffers damage and so would lose a wound.
Scouts 6"	<p>Some units have 'Scouts x"' listed in their abilities. If every model in a unit has this ability, then at the start of the first battle round, before the first turn begins, it can make a Normal move of up to x", with the exception that, while making that move, the distance moved by each model in that unit can be greater than that model's Move characteristic, as long as it is not greater than x".</p> <p>DEDICATED TRANSPORT models can make use of any Scouts x" ability listed in their abilities, or a Scouts x" ability that a unit that starts the battle embarked within that DEDICATED TRANSPORT model has (provided only models with this ability are embarked within that Dedicated Transport model), regardless of how that embarked unit gained this ability (e.g. listed in their abilities, conferred by an Enhancement or by an attached Character, etc.).</p> <p>A unit that moves using this ability must end that move more than 9" horizontally away from all enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.</p>
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").
One Shot	The bearer can only shoot with this weapon once per battle.
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'.

Abilities
The Red Thirst
Each time an Adeptus Astartes unit from your army is selected to fight, if that unit made a Charge move this turn, until the end of the phase, add 2 to the Strength characteristic and add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.
The Quickening [Psychic]
This model is eligible to declare a charge in a turn which it Advanced.
Transfixing Gaze [Aura, Psychic]
While an enemy unit is within 6" of this model, each time that unit is selected to Fall Back, it must take a Leadership test. If that test is failed, that unit must Remain Stationary this phase instead.
Invulnerable Save 5+
This model has a 5+ invulnerable save
Guardian of the Lost
While this model is leading a unit, each time an attack is allocated to a model in that unit, subtract 1 from the Damage characteristic of that attack.
Fury Unbound
While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.
Leader[1]
This model can be attached to the following unit: % Death Company Marines with Jump Packs
Invulnerable Save
4+
Aura of Fervour (Aura)
While a friendly Adeptus Astartes unit is within 6" of this model, you can re-roll Battle-shock and Leadership tests taken for that unit
Miraculous Savior
Once per battle, at the end of your opponent's Charge phase, if this model is still in Reserves, you can select one enemy unit that made a Charge move this phase. Set this model up on the battlefield within Engagement Range of that enemy unit.
Leader[2]
This model can be attached to the following units: % Assault Intercessor Squad % Infernus Squad % Intercessor Squad % Sternguard Veteran Squad % Company Heroes % Tactical Squad
Rites of Battle
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.
Finest Hour
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.
Exhortation of Rage
Each time this model's unit is selected to fight, you can select one enemy unit within Engagement Range of this model's unit and roll one D6: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.
Leader[3]
This model can be attached to the following units: % Assault Intercessors with Jump Packs % Vanguard Veteran Squad with Jump Packs

Litany of Hate
While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.
Shock Assault
Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.
Hammer of Wrath
Each time this unit ends a Charge move, select one enemy unit within Engagement range of it, then roll one D6 for each model in this unit that is within Engagement range of that enemy unit. On a 4+ that enemy unit suffers one mortal wound
Savage Fury
You can re-roll Charge rolls made for this unit.
Attached Unit
If a Chaplain model from your army with the Leader ability can be attached to Assault Intercessors with Jump Packs, it can be attached to this unit instead
Black Rage
Each time this model makes an attack, you can re-roll the Hit roll. While this model is not within 12" of one or more friendly Chaplain models, it cannot be selected to Fall Back and its Objective Control characteristic is 0.
Omni-scramblers
Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this unit.
Helix Gauntlet
Models in the bearer's unit have the Feel No Pain 6+ ability.
Infiltrator Comms Array
Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP
Guerrilla Tactics
At the end of your opponent's turn, if this unit is more than 6" away from all enemy models, you can remove this unit from the battlefield and place it into Strategic Reserves.
Destructor
Each time this model makes a ranged attack that targets an Infantry unit, improve the Armour Penetration characteristic of that attack by 1.
Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Unit	M	T	SV	W	LD	OC
Chief Librarian Mephiston	7"	5	2+	6	6+	1
Lemartes	12"	4	3+	4	5+	1
The Sanguinor	12"	4	2+	7	6+	1
Blood Angels Captain (x2) (x2)	6"	4	3+	5	6+	1
Chaplain with Jump Pack	12"	4	3+	4	5+	1
Assault Intercessor Squad (x2) (x2)	6"	4	3+	2	6+	2
Assault Intercessors with Jump Packs (x3) (x3)	12"	4	3+	2	6+	1
Death Company Marine with Jump Pack (x2) (x2)	12"	4	3+	2	6+	1
Infiltrator Squad	6"	4	3+	2	6+	1
Scout Squad (x2) (x2)	6"	4	4+	2	6+	1
Predator Destructor (x2) (x2)	10	10	3+	11	6+	3

Ranged Weapons	Range	A	BS	S	AP	D
Fury of the Ancients - Witchfire	12"	3	2+	4	-1	D3
Pistol, Psychic, Sustained Hits 1						
Fury of the Ancients - Focused Witchfire	18"	3	2+	5	-2	D3
Hazardous, Pistol, Psychic, Sustained Hits 3						
Plasma Pistol - Standard	12"	1	2+	7	-2	1
Pistol						
Plasma Pistol - Supercharge	12"	1	2+	8	-2	2
Hazardous, Pistol						
Absolvor Bolt Pistol	18"	1	2+	5	-1	2
Pistol						
Inferno Pistol (x2)[2] (x2)	6"	1	2+	8	-4	D3
Melta 2, Pistol						
Bolt Pistol (x7) (x7)	12"	1	3+	4	0	1
Pistol						
Plasma Pistol - Supercharge (x10) (x10)	12"	1	3+	8	-3	2
Hazardous, Pistol						
Plasma Pistol - Standard (x10) (x10)	12"	1	3+	7	-2	1
Pistol						
Heavy Bolt Pistol (x11) (x11)	18"	1	3+	4	-1	1
Pistol						
Inferno Pistol (x2)[1] (x2)	6"	1	3+	8	-4	D3
Melta 2, Pistol						
Marksman Bolt Carbine (x2) (x2)	24"	2	3+	4	0	1
Heavy						
Hunter Killer Missile (x2) (x2)	48"	1	2+	14	-3	D6
One Shot						
Predator Autocannon (x2) (x2)	48"	4	3+	9	-1	3
Rapid Fire 2						
Storm Bolter (x2) (x2)	24"	2	3+	4	0	1
Rapid Fire 2						
Lascannon (x4) (x4)	48"	1	3+	12	-3	D6+1
-						

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Vitarus	Melee	6	2+	9	-3	D3	Lethal Hits, Psychic
The Blood Crozius	Melee	5	2+	6	-2	2	Lethal Hits
Encarmine Broadsword	Melee	8	2+	6	-3	2	Devastating Wounds
Power Fist (x2) (x2)	Melee	5	2+	8	-2	2	-
Crozius Arcanum	Melee	5	2+	6	-1	2	-
Power Fist (x9) (x9)	Melee	3	3+	8	-2	2	-
Astartes Chainsword (x14) (x14)	Melee	4	3+	4	-1	1	-
Eviscerator (x2) (x2)	Melee	3	4+	7	-2	2	Sustained Hits
Close Combat Weapon (x2) (x2)	Melee	3	3+	4	0	1	-
Close Combat Weapon (x4) (x4)	Melee	2	3+	4	0	1	-
Combat Knife (x2) (x2)	Melee	3	3+	4	0	1	-
Armoured Tracks (x2) (x2)	Melee	3	4+	6	0	1	-