

WH:40K
AGE OF RETRIBUTION

FACTION WARPATH



SPACE MARINES

GALACTIC ALLIANCE
THE IMPERIUM OF MANKIND

SPACE MARINES



ARMY SPECIAL RULES

All **NON VEHICLE** units that are not **CHARACTERS** from this army have the following Rule:

- **And They Shall Know No Fear:** Each time you fail a Braery Test, you can try to retreat. Roll a dice, on a 4+, the unit retreats from the combat moving 6" allow from the enemy unit.
- **Combat Squads:** In your Hero Phase, a full strength, ten-man unit with this special rule can break down into two five-man units, called combat squads, considered to be two five-man squads of the same type. For example, a ten-man Tactical Squad can split into two five-man Tactical Squads using the Combat Squads special rule.

You must decide which units are splitting into combat squads, and which models go into each combat squad, immediately before determining your Warlord Traits. A unit split into combat squads therefore is now two separate units for all game purposes, including calculating the total number of units in the army and determining the number of units you can place in Reserve. Then proceed with deployment as normal. In an exception to the normal rules, two combat squads split from the same unit can embark in the same transport vehicle, providing its Transport Capacity allows. Once you have decided whether or not to split a unit into combat squads, it must remain that way for the entire battle. It cannot split up or join back together later on in the battle, nor can you use a redeployment to split up a unit or join it back together.

Note that Bike Squads count as being at full strength when they have eight Space Marine Bikers and one Attack Bike. If split into combat squads, one combat squad will have five Bikers, the other will have three Bikers and the Attack Bike. **CENTURIONS** and **ASSAULT CENTURIONS** are not affected by this rule.

COMBAT DOCTRINES

Several special rules allow units or Formations to enact one or more of the following Combat Doctrines. Whenever a rule allows this, it will note which units are affected and how many times per game the Doctrine(s) can be enacted. These are cumulative, so if your army has two rules that allow it to enact the Tactical Doctrine once per game, you can enact it twice per game. You can enact a single available Combat Doctrine at the start of each of your turns.

Tactical Doctrine: Affected models can re-roll To Hit rolls of 1 in the Shooting and Combat phases of this turn. Affected models in Tactical Squads, including any affected **HERO** models that have joined those squads, can instead re-roll all failed To Hit rolls in the Shooting and Combat phases of this turn.

Assault Doctrine: Affected models can re-roll To Hit rolls of 1 in the Combat phase of this turn. Affected models in Assault Squads, Bike Squads, Attack Bike Squads and Centurion Assault Squads, including any affected **HERO** that have joined those squads, can instead re-roll all failed To Hit rolls in the Combat phase of this turn.

Devastator Doctrine: Affected models can re-roll To Hit rolls of 1 in the Shooting phase of this turn. Affected models in Devastator Squads and Centurion Devastator Squads, including any affected **HERO** that have joined those squads, can instead re-roll all failed To Hit rolls in the Shooting phase of this turn.



ADEPTUS ASTARTES CHAPTER TACTICS

The Chapter Tactics special rule represents a group of rules that are specific to a given Chapter. When choosing an army, you must make a note of which Chapter each unit with the **Chapter Tactics** rule is drawn from. All models in the same Detachment or Formation must be drawn from the same Chapter. If a unit's datasheet contains a Chapter in brackets after the Chapter Tactics special rule – for example, 'Chapter Tactics (Ultramarines)' – the unit must always be drawn from this Chapter, and therefore cannot be included in a Detachment or Formation with any units that are drawn from other Chapters.

All models drawn from a given Chapter benefit from that Chapter's Chapter Tactics rules, as described below. The rules will often refer to a model, character or unit by its Chapter; in all cases, this refers to a model, character or unit with the Chapter Tactics special rule that is drawn from the given Chapter. If a unit contains models drawn from two different Chapters,



ULTRAMARINES

Defensors of Ultramar: Ultramarines units make a tactical retreat on a 3+ rather than a 4+ for the rule And They Shall Know No Fear.

Scions of Guilliman: If your army contains any Ultramarines units, you can choose to enact the Devastator Doctrine, Assault Doctrine and Tactical Doctrine (see Combat Doctrines above) once each per game. When one of these Combat Doctrines is enacted, all Ultramarines models in your army are affected.



IMPERIAL FISTS

Bolter Drill: Imperial Fists models can re-roll all To Hit rolls of 1 made with bolt pistols, boltguns, storm bolters, heavy bolters and combi-weapons that are firing as boltguns. This rule also applies to models firing hellfire, kraken, vengeance or dragonfire rounds.

Siege Masters: Imperial Fists models can re-roll armour penetration rolls against buildings that do not result in a glancing hit or penetrating hit, and add 1 to the result when rolling on the Building Damage table. In addition, Imperial Fists Devastator Squads and Centurion Devastator Squads have the Tank Hunters special rule.



WHITE SCARS

Born in the Saddle: White Scars models with the keyword **BIKER** have the allways shoot with their usual To Hit value when they Jink. And they can repeat their failed To Wound rolls in Combat Phase if they charged.

Fight on the Move: A White Scar unit that is locked in combat can choose to leave close combat at the end of any Combat phase. If the unit wishes to do so, roll a dice. On a result lesser than 3, nothing happens and the model remains locked in the fight. On a 3+, the unit can chose a direction and then move 3d6, the unit has to end this move more than 3" from any enemy unit.



RAVEN GUARD

Strike from the Shadows: Non-vehicle Raven Guard models that do not begin the game in a Transport vehicle have +3 instead of +1 on their save if they are in cover until the start of the second game turn. In addition, in any battleplan that includes Night Fighting, Raven Guard units count always as being in cover.

Winged Deliverance: Raven Guard units with the Jump ability may use their jump packs in both the Movement and Assault phases of the same turn. Furthermore, in the combat phase, if they charged before, Raven Guard models can re-roll failed To Wound rolls.



IRON HANDS

The Flesh is Weak: Non-vehicle Iron Hands models can make a Feel No Pain roll for each damage received after failing the save rolls. On a 5+, the wound is discounted. Does not work on Mortal Wounds. If they have a similar rule from another source (a narthecium, for example), they instead add 1 to the result of any Feel No Pain rolls.

Machine Empathy: In your hero phase, Iron Hands characters and vehicles can roll a D6. On a 5+, the model regains a Wound lost earlier in the game. In addition, Iron Hands Techmarines add 1 to their Blessing of the Ommissiah rolls.



SALAMANDERS

Flamecraft: Salamanders models have a Feel No Pain roll of 4+ after receiving the damage from any flamer weapons. Furthermore, when using flamer weapons, Salamanders models can re-roll failed To Wound rolls.

Master Artisans: During army selection, each Salamanders character may upgrade one of his weapons (even one purchased as an upgrade, but not a Chapter Relic) to be a Master-crafted Weapon. You can then reroll one failed Hit Roll for this weapon per turn.



BLACK TEMPLARS

Holy Crusaders: Librarians may not be included in Detachments of Black Templars, however, Black Templars always have one additional Warp Charge dice to unbind psychic powers.

Purge the sorcerer: Black templars reroll failed hit rolls of 1 against **PSYKER** units or models.

Righteous Zeal: If a Black Templars unit suffers one or more casualties in the Shooting phase or as a result of Overwatch, all models in that unit gain +1 on their Attack Characteristic of all their melee weapons if they charge or if they are charged until the end of the turn.



ARMY ORGANISATION: GLADIUS STRIKE FORCE

RESTRICTIONS:

This Detachment must include at least one Core choice and one Auxiliary choice. It may include up to one more Core choice, up to three Command choices and any number of additional Auxiliary choices, in any combination. Only the datasheets listed here can be included in this Detachment. All units in the Detachment must have the Space Marines Faction and must be drawn from the same Chapter.

COMMAND BENEFITS:

Codex Astartes: If your army contains one or more Gladius Strike Forces, you can enact each of the Combat Doctrines (Devastator, Assault and Tactical) once per game. When each Combat Doctrine is enacted, all models in your army with the Chapter Tactics rule that are part of a Gladius Strike Force are affected.

Codex Astartes: If a Gladius Strike Force includes two Battle Demi-companies, one including a Captain and the other including a Chaplain, then together they form a Battle Company. Any unit from the Battle Company that has the option to take a Rhino, Razorback or Drop Pod as a Dedicated Transport may take one at no points cost (though they must pay for any additional upgrades and options as normal).

BATTLE DEMI-COMPANY

- 1 Captain ¹ or Chaplain ¹
- 0-1 Command Squad
- 3 Tactical Squads
- 1 Assault Squad, Bike Squad, Attack Bike Squad, unit of Land Speeders or Centurion Assault Squad
- 1 Devastator Squad or Centurion Devastator Squad
- 0-1 unit of Dreadnoughts, Ironclad Dreadnoughts or Venerable Dreadnoughts

STRIKE FORCE COMMAND

- 1 of the following:
 - Pedro Kantor
 - High Marshal Helbrecht
 - Marneus Calgar
 - Captain ¹
 - Chaplain ¹
- 0-1 Honour Guard
- 0-1 Command Squad
- 0-1 Emperor's Champion

RECLUSIAM COMMAND SQUAD

- 1 Chaplain ¹
- 1 Command Squad

¹ May take Captain Sicarius, Kor'sarro Khan, Vulkan He'stan, Shadow Captain Shrike, or Captain Lysander instead of a Captain. May take Chaplain Cassius or Chaplain Grimaldus instead of a Chaplain.

Restrictions

Core
1-2

Auxiliary
1+

Command
0-3

LIBRARIUS CONCLAVE

- 3-5 Librarians ²

ANTI-AIR DEFENCE FORCE

- 1 unit of Hunters
- 1 unit of Stalkers

STORM WING

- 1 Stormraven Gunship
- 2 Stormtalon Gunships

ARMoured TASK FORCE

- 1 Techmarine
- 0-3 units of Thunderfire Cannons
- 3-5 units chosen in any combination from the following:
 - Vindicators
 - Predators
 - Whirlwinds
- 0-1 Sergeant Chronus

10TH COMPANY TASK FORCE

- 3-5 units chosen in any combination from the following list:
 - Scout Squad
 - Scout Bike Squad
- 0-1 Sergeant Telion

SUPPRESSION FORCE

- 1 unit of Whirlwinds
- 1 unit of Land Speeders

CENTURION SIEGEBREAKER COHORT

- 2-4 Centurion Assault Squads
- 1 unit of Ironclad Dreadnoughts

1ST COMPANY TASK FORCE

- 3-5 units chosen in any combination from the following list:
 - Terminator Squad
 - Terminator Assault Squad
 - Sternguard Veteran Squad
 - Vanguard Veteran Squad



LAND RAIDER SPEARHEAD

- 3 units chosen in any combination from the following list:
 - Land Raider
 - Land Raider Crusader
 - Land Raider Redeemer

² Chief Librarian Tigurius may be taken in place of a Librarian.



WARLORD TRAITS

1. Angel of Death: At the beginning of the combat phase, enemy units that are within 3" of your warlord may roll 3d6. If the roll is higher than their bravery, then they will need a 6+ to hit with all their weapons.

2. The Imperium Sword: If your Warlord and the unit he joins have charged, they have +1 in all their wound rolls during that turn.

3. Iron resolve : Your Warlord can roll a dice for each damage recieved after failling the save rolls. On a 5+, the wound is discounted. Does not work on Mortal Wounds.

4. Storm of Fire: At the start of your shooting phase, chose a friendly **SPACE MARINE** unit within 12" of your warlord. On a 6 to wound with any Missile weapons, the target suffers a mortal wound in addition to any damage.

5. Rites of War : All models in your Warlord's Detachment can use the Warlord Bravery for any Battleshock Test instead of their own.

6. Champion of Humanity : All friendly units from the IMPERIUM OF MANKIND galactic alliance within 12" of your Warlord can reroll any test that uses the Bravery attribute, such as fear, battleshock test...



FACTION OBJECTIVES

You can achieve thos objectives in an Altar of War game as secondary objectives. In Maelstorm of war, you can achieve these objectives when rolling the D66. Instead of 11,12,13,14,15 and 16 you have those ones.

11. Death from above: Score 1 Victory Point at the end of your turn if, during your turn, at least one enemy unit was completely destroyed by one of your units with the **Jump** ability, or by one of your units that arrived from Deep Strike Reserve this turn.

12. Honour your chapter: Score 1 Victory Point at the end of your turn if an enemy character is slain by one of your characters during your turn.

13. None escape your gaze : Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed and/or failed a battleshock test during your turn. If three or more enemy units were completely destroyed and/or failed Battleshock Tests during your turn, score D3 Victory Points instead.

14. For the Emperor : Score 1 Victory Point at the end of your turn if one or more units made a successful charge during your turn. If three or more units made successful charges during your turn, score D3 Victory Points instead.

15. Lightning Strike : Score 1 Victory Point at the end of your turn if at least one enemy unit in the enemy deployment zone was completely destroyed during your turn.

16. The Emperor Retribution : Score D3 Victory Points at the end of your turn if you control an Objective that was controlled by your opponent at the start of your turn. If you control 3 or more Objective that were controlled by your opponent at the start of your turn, score D3+3 Victory Points instead.



CHAPTER RELICS

The sacred artefacts of the Adeptus Astartes are items of incredible rarity, bestowing great power upon the Space Marines that carry them. Only one of each of the following items may be chosen per army.

THE PRIMARCH'S WRATH

The ancient boltgun known as the Primarch's Wrath is believed to have come from the personal collection of Roboute Guilliman, and has dispensed thunderous death to the foes of Mankind. Chased in Theldrite moonsilver and inscribed in microscopic lettering with every treatise on tactics that Guilliman ever penned, this mighty weapon allows its wielder to sweep away great swathes of the enemy with a storm of lethal fragmenting bolts.

MISSILE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Primarch's Wrath	12"	3	2+	4+	-1	1

Master-crafted Bolter: You can reroll one failed hit roll and any failed wound Roll. In addition, if the bearer didn't move, the weapon become Attacks 5 and Range 24"

BURNING BLADE

This ancient broadsword is so large and dense that only a Space Marine could lift it, let alone wield it in battle. It was recovered from the wreckage of Horus' Battle Barge, the only unblemished artefact in a chamber crawling with the filthy taint of Chaos. Some artificers have posited that it was wielded by the Emperor himself. In the heat of battle, the sword blazes so bright that it can melt the ceramite armour of the battle-brother who wields it, but even mortal danger cannot stay the wrath of the Space Marines for long.

MELEE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Burning Blade	1"	3	2+	2+	-3	1

Incandescent: On a 6 To Hit, the weapon causes a mortal wound in addition to any damage. On a 4 To Hit, it is the bearer who receives a mortal wound.

Blinding Light: If an enemy model is hit with this weapon, it will subtract -1 for any Missile or Melee hit roll until the end of the controlling player next turn. If an enemy model is wounded by this weapon, all his attacks will be Slow Initiative attacks.

TEETH OF TERRA

The origins of the Teeth of Terra lie shrouded in mystery. Mentions of this large, obsidian-toothed chainsword can be found dotted throughout the histories of many Space Marine Chapters. What is certain is that, when wielded in battle by a true hero, this weapon strikes with the force of a thunderbolt. The more formidable the odds its wielder faces, the louder the blade's engines growl in its hunger to lay low the foes of Mankind.

MELEE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
TEETH OF TERRA	1"	2	2+	3+	-1	2

Sword of the Valiant: If the model is in a combat with more enemy models than friendly models, then the weapon is damage d3+2. If the bearer is alone, with no friendly units, surrounded in combat only by enemy models, then the weapon is Damage D6+2.

Concussive Hit: If an enemy model is hit with this weapon, it will subtract -1 for any Missile or Melee hit roll until the end of the controlling player next turn.

STANDARD OF THE EMPEROR ASCENDANT

Woven from threads of spun adamantium in the early days of the Unification of Terra, this banner was carried at the head of the Emperor's personal guard. It is said that its constant proximity to the Master of Mankind has imbued within it indelible traces of his psychic signature. Whatever the truth of this, its presence is a constant inspiration to those loyal to the Emperor's cause, instilling them with vigour, valour and determination even as their foes quail in its presence.

Banner: At the beginning of the combat phase, enemy units that are within 3" of the bearer may roll 2d6. If the roll is lesser than their bravery, then they will need a 6+ to hit with all their melee weapons. In addition, friendly models draw from the same chapter have +1 Attack with all their melee weapons and don't have to take any test that uses Bravery Characteristic.

THE SHIELD ETERNAL

The Shield Eternal is believed to have been a gift from Rogal Dorn to his seneschal during the dark days of the Horus Heresy. This magnificently worked storm shield is a bulwark against which all the wrath of a hateful galaxy can crash. Its warding powers turn aside the maleficent attentions of the witch and the Daemon, safeguarding its wearer from mortal blows and perfidious Warpcraft alike.

Shield: The Shield Eternal is a storm shield. Any Melee or Missile weapon that targets the bearer is always Damage 1. In addition, if the bearer of the Shield Eternal is targeted by a psychic power, he adds 3 to his roll to unbind the psychic power.

THE ARMOUR INDOMITUS

The Armour Indomitus is an ancient artificer armour forged long before the Horus Heresy. Those Masters of the Forge who have completed a pilgrimage in order to study it first-hand maintain that the battle plate has provided the blueprint for each model of power armour since its inception. Unlike the plasteel and ceramite of modern power armour, the Armour Indomitus is made from layered plates of raw adamantium, making it extremely heavy but all but unbreachable by conventional weaponry. In the face of even heavier fire, it also incorporates a shimmering force field, the secrets of which have long been lost to modern artificers.

Armor: The Armour Indomitus confers a 2+ Armour Save and a 5+ invulnerable save. Once per game, at the beginning of any phase, the wearer can temporarily push the armour's force field to its limit. For the duration of that phase, the Armour Indomitus ignores Rend.

SPACE MARINES WARGEAR

MISSILE WEAPONS

HAND WEAPONS



PLASMA PISOL

MISSILE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Plasma Pistol	12"	1	3+	2+	-2	1D3

Plasma Pistol: On a result of 1 to hit, the bearer suffers a wound (savable). In addition, on a 6 to wound the weapon is damage 3.



GRAV-PISOL

MISSILE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Grav-Pistol	12"	1	3+	*	-2	1

***Graviton:** Miniatures equipped with **Grav-Gun** use the target Save Attribute for their wound roll. Unit that suffers wound from a Gravity Weapons have a -1 to hit in the next combat phase.



STORM BOLTER

MISSILE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Grav-Pistol	24"	2	3+	4+	-	1

SPECIAL WEAPONS



FLAMMER

MISSILE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Flammer	GT*	1	GT*	4+	-	1

Flammer: The weapon hits automatically all the models under the Gust Template. This weapon ignores cover Save Modifiers.



MELTA GUN

MISSILE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Melta Gun	12"	1	3+	2	-3	3

Melta: On a 6 to wound Against **vehicles**, the weapon causes 6 mortal wounds instead of the regular Damage. If Vehicle target is within 6" of the weapon, then on a 5+ to wound the weapon causes 6 mortal wounds instead of the regular Damage.



PLASMA GUN

MISSILE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Plasma Gun	24"	1	3+	2+	-2	D3

Plasma Gun: On a result of 1 to hit, the bearer suffers a wound (savable). In addition, on a 6 to wound the weapon is damage 3. If the target is within 12" then the weapon makes 2 attacks.

Rapid Fire: If the target is within 12" then the weapon makes 2 Attacks rather than 1. The firer cannot assault after firing this weapon.



GRAV-GUN

MISSILE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Grav-Gun	9"	2	3+	*	-2	1

***Graviton:** Miniatures equipped with **Grav-Gun** use the target Save Attribute for their wound roll. Unit that suffers wound from a Gravity Weapons have a -1 to hit in the next combat phase.

Salve: If the firer did not move in Movement Phase, then the weapon is Range 18" and Attacks 3. Firer cannot assault after firing this weapon.

NOTE CAPTAINS and TECHMARINES, hit at 2+ with any of those Missile Weapons

COMBI WEAPONS

Combi Weapons: Combi Weapons are bolters that can shoot once per game as a Flammer, Grav-Guns, Melta Guns or Plasma Gun. For example, a Combi-flammer will be a bolter that can shoot as a Flammer once per game.

HEAVY WEAPONS

Heavy Weapons: Miniatures that fire with those weapons after moving in the movement phase, hit on a 6+, or B+6 for template weapons. Except for heavy flammers, but if a heavy flammer bearer didn't move, he may reroll failed wound rolls of 1.



HEAVY FLAMMER

MISSILE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Flammer	GT*	1	GT*	3+	-1	1

Flammer: The weapon hits automatically all the models under the Gust Template. This weapon ignores cover Save Modifiers.



MULTI-MELTA

MISSILE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Multi Melta	24"	1	3+	2+	-3	3

Melta: On a 6 to wound Against **vehicles**, the weapon causes 6 mortal wounds instead of the regular Damage. If vehicle target is within 12" of the weapon, then on a 5+ to wound the causes 6 mortal wounds instead of the regular Damage.



PLASMA CANON

MISSILE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Plasma Canon	36"	1	B+3	2+	-2	D3

Plasma Gun: On a result of 1 to hit, the bearer suffers a wound (savable). In addition, on a 6 to wound the damage is treated as mortal wounds.



GRAV-CANON

MISSILE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Grav-Canon	12"	3	3+	*	-2	1

***Graviton:** Miniatures equipped with **Grav-Gun** use the target Save Attribute for their wound roll. Unit that suffers wound from a Gravity Weapons have a -1 to hit in the next combat phase.

Salve: If the firer did not move in Movement Phase, then the weapon is Range 24" and Attacks 5. Firer cannot assault after firing this weapon.



MISSILE LAUNCHER

MISSILE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Frag Missile	48"	1	B+3	4+	-	1
Krak Missile	48"	1	3+	2+	-2	2
Flakk Missile	48"	1	3+	2+	-3	3

Missile Options: A Missile Launcher can launch three types of missiles: Frag Missiles, Krak Missiles and Flakk Missiles. You have to choose which kind of missile will you use in your Shooting Phase.

Salve: If the firer did not move in Movement Phase, then the weapon is Range 24" and Attacks 5. Firer cannot assault after firing this weapon.



LASCANON

MISSILE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Lascanon	48"	1	B+3	2+	-2	D3

Concentrated Laser: If the target is a model with more than 3 wounds, then the damage is D6.



HEAVY BOLTER

MISSILE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Heavy Bolter	36"	3	3+	3+	-1	1



GATLING CANON

MISSILE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Gatling canon	48"	4	3+	2+	-	1

Rending: On a 6 To wound the weapon is Rend -2 and Damage 2.

MELEE WEAPONS

POWER WEAPONS



POWER SWORD

MELEE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Power Sword	1"	3	3+	4+	-1	1



POWER AXE

MELEE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Power Axe	1"	2	4+	3+	-2	1



POWER MAUL

MELEE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Power Maul	1"	2	3+	2+	-	1

Concussive: If an enemy model is hit with this weapon, it will subtract -1 for any Missile or Melee hit roll until the end of the controlling player next turn.

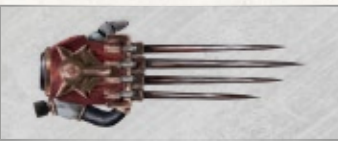


THUNDER HAMMER

MELEE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Thunder Hammer	1"	1	4+	2+	-2	1D6

Concussive: If an enemy model is hit with this weapon, it will subtract -1 for any Missile or Melee hit roll until the end of the controlling player next turn.

Unwieldy: Thunder Hammer attacks are treated as *Slow Initiative Attacks*.



LIGHTNING CLAW

MELEE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Lightning Claw	1"	1	3+	4+	-1	2

Shred: Models armed with lightning Claws may reroll failed wound rolls with that weapon.

Pair of Lightning Claws: A model Armed with a pair of lightning claws make 2 attacks instead of 1.



POWER FIST

MELEE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Power Fist	1"	1	4+	2+	-2	1D6

Unwieldy: Power Fist attacks are treated as *Slow Initiative Attacks*.



CHAINFIST

MELEE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Chainfist	1"	1	4+	2+	-2	1D6

Unwieldy: Power Fist attacks are treated as *Slow Initiative Attacks*.

Armourbane: You can the damage roll against VEHICLES.

NOTE Apply these modifiers for the following models if they take one of those weapons as an option

CAPTAINS / CHAPTER MASTER	Attacks	To hit
Power Sword	6	2+
Power Axe	4	2+
Power Moul	5	2+
Lightning Claw	4	2+
Thunder Hammer, Power Fist And Chainfist	3	2+

LIBRARIANS / CHAPLAINS	Attacks	To hit
Power Sword	5	2+
Power Axe	4	3+
Power Moul	4	2+
Lightning Claw	3	2+
Thunder Hammer, Power Fist And Chainfist	3	3+

OTHER EQUIPEMENT

BANNERS



CHAPTER BANNER

Friendly units within 12" of a model equipped with the Chapter banner, and drawn from the same Chapter, re-roll failed Battleshock checks, and any test that uses Bravery Attribute. In addition, all friendly models with the Space Marines Faction in the same unit as this banner have +1 Attack with any melee weapon whilst the bearer is alive.

COMPANY STANDARD

Friendly units within 12" of a model equipped with the Chapter banner, and drawn from the same Chapter, re-roll failed Battleshock checks, and any test that uses Bravery Attribute.

SPECIAL ISSUE WARGEAR

AUSPEX

A model with an auspex can use it in place of making a shooting attack. If he does so, target an enemy unit within 12". A unit that is targeted by one or more auspexes don't benefit from any Cover Save Modifier.

DIGITAL WEAPONS

A model armed with digital weapons can re-roll a single failed roll To Wound in each Assault phase.

MELTA BOMB

In your combat phase, instead of using any Melee Weapon, a model equipped with melta bomb can use it against Vehicles, Monstruous Creatures, Building or gun emplacements. It is an automatically hit that wounds on 2+, with Rend 2 and damage 1D3.

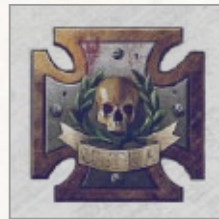
TELEPORT HOMER

Friendly units composed entirely of models in Terminator armour do not scatter when they Deep Strike, so long as the first model is placed within 6" of the teleport homer's bearer. For this to work, the bearer of the teleport homer must have been on the battlefield at the start of the turn.



COMBAT SHIELD

Models equipped with combat shields can reroll failed save rolls of 1. In addition, they have an invulnerable save of 6+.



STORM SHIELD

Models equipped with Storm shields can reroll failed save rolls of 1. In addition, they have an invulnerable save of 3+.

VEHICLE EQUIPEMENT

VEHICLE DOZER

Vehicles equipped with dozer blades can reroll wounds rolls of 1 when Charging. Also, they may reroll failed save rolls of 1. In addition, they are not affected by difficult terrain

EXTRA ARMOUR

Vehicles equipped with extra armour add +1 to any save roll (a result of 1 on the dice roll is always a failed save roll).

SEARCHLIGHT

Searchlights are used when the **Night Fighting** rules are in effect. If a vehicle has a searchlight, it can, after firing all of its weapons, choose to illuminate its target with these searchlight. If it does so, it also illuminates itself.

Illumination lasts until the end of the following turn. Illuminated units gain no benefit from the Night Fighting rule.

SMOKE LAUNCHERS

Once per game, in your hero phase, a vehicle with smoke launchers can trigger them. Place some cotton wool or some other appropriate counter next to the vehicle to show it is obscured. The vehicle may not make turbo boost moves or fire any of its weapons in the same turn as it used smoke launchers, but will receive a +1 Cover Save in the next enemy Shooting phase. After the enemy's Shooting phase, the smoke disperses with no further effect

HUNTER-KILLER MISSILE

MISSILE WEAPON	Range	Attacks	To hit	To Wound	Rend	Damage
Hunter-Killer Missile	Infinite	1	3+	2+	-2	1D3

One Use Only: Vehicles equipped with Hunter-Killer Missiles can only shoot once with this weapon.