

New Roster (Warhammer 40,000 9th Edition) [42 PL, 6CP, 748pts]

Battalion Detachment 0CP (Imperium - Adeptus Astartes - Iron Hands) [42 PL, 6CP, 748pts]

Rules: *Angels of Death, Bolter Discipline, Shock Assault*

Configuration [6CP]

****Chapter Selection****

Selections: Iron Hands

Categories: CONFIGURATION

Rules: *The Flesh Is Weak*

Battle Size [6CP]

Selections: 2. IncurSION (51-100 Total PL / 501-1000 Points) [6CP]

Categories: CONFIGURATION

Detachment Command Cost

Categories: CONFIGURATION

HQ [5 PL, 95pts]

Captain in Phobos Armour [5 PL, 95pts]

Selections: Bolt pistol, Camo cloak, Combat knife, Frag & Krak grenades, Master-crafted instigator bolt carbine, Target Protocols, The Tempered Helm, Warlord

Categories: FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, CHARACTER, INFANTRY, PHOBOS, PRIMARIS, CAPTAIN, HQ, WARLORD

Rules: *Angels of Death*

Abilities: *Camo cloak, Concealed Positions, Iron Halo, Omni-scrambler, Rites of Battle, Target Protocols, The Tempered Helm, Unit: Captain in Phobos Armour, Weapon: Bolt pistol, Combat knife, Frag grenades, Krak grenades, Master-crafted instigator bolt carbine*

Abilities	Description	Ref
Camo cloak	Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack	
Concealed Positions	During Deployment when you set up this unit, if every model in this unit has this ability then it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models	
Iron Halo	This model has a 4+ invulnerable save.	
Omni-scrambler	Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this unit.	
Rites of Battle	While a friendly <CHAPTER> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1	
Target Protocols	At the start of your Shooting phase, select one friendly IRON HANDS unit within 6" of this Warlord. Once that phase, when resolving an attack made with a ranged weapon by a model from that unit, you can re-roll the hit roll. Once that phase, when resolving an attack made with a ranged weapon by a model from that unit, you can re-roll the wound roll. Once that phase, when resolving an attack made with a ranged weapon by a model from that unit, you can re-roll the damage roll.	
The Tempered Helm	Whilst a model from your army with this Relic is on the battlefield, you can roll one D6 for each Command Point you spend to use a Stratagem; on a 5+ that Command Point is refunded. You can only have 1 Command Point refunded per battle round by this Relic.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Captain in Phobos Armour	6"	2+	2+	4	4	6	5	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol	1	4	0	1 -	
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenades	6"	Grenade	3	0	1	Blast.	
Krak grenades	6"	Grenade	6	-1	D3	-	
Master-crafted instigator bolt carbine	30"	Assault	4	-2	3	Each time you select a target with this weapon you can ignore the Look out Sir rule.	

Troops [12 PL, 173pts]

Infiltrator Squad [12 PL, 173pts]

Selections: Infiltrator comms array [5pts]

Categories: SMOKESCREEN, FACTION: ADEPTUS ASTARTES, PRIMARIS, INFANTRY, INFILTRATOR SQUAD, PHOBOS, FACTION: IMPERIUM, CORE, TROOPS

Rules: *Angels of Death*

Abilities: *Combat Squads, Concealed Positions, Infiltrator comms array, Omni-scramblers*

6x Infiltrator [144pts]

Selections: 6x Bolt pistol, 6x Frag & Krak grenades, 6x Marksman bolt carbine

Unit: *Infiltrator*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Marksman bolt carbine*

Infiltrator Sergeant [24pts]

Selections: Bolt pistol, Frag & Krak grenades, Marksman bolt carbine

Unit: *Infiltrator Sergeant*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Marksman bolt carbine*

Abilities	Description	Ref
Combat Squads	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.	
Concealed Positions	During Deployment when you set up this unit, if every model in this unit has this ability then it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models	
Infiltrator comms array	The bearer's unit is always considered to be within range of the following aura abilities of any friendly <CHAPTER> PHOBOS units that are on the battlefield; Rites of Battle, Tactical Precision.	
Omni-scramblers	Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this unit.	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Marksman bolt carbine	24"	Rapid Fire 1	4	0	1	Each unmodified hit roll of 6 made for this weapon's attacks automatically hits and results in a wound (do not make a wound roll for that attack).	

Elites [17 PL, 330pts]

Contemptor Dreadnought [8 PL, 150pts]

Selections: Combi-bolter, Dreadnought combat weapon, Multi-melta

Categories: FACTION: ADEPTUS ASTARTES, CONTEMPTOR DREADNOUGHT, DREADNOUGHT, FACTION: IMPERIUM, VEHICLE, CORE, ELITES

Rules: *Angels of Death, Explodes (3"/1)*

Abilities: *Atomantic Shielding, Duty Eternal*, **Unit:** *Contemptor Dreadnought*, **Weapon:** *Combi-bolter, Dreadnought combat weapon, Multi-melta*

Abilities	Description	Ref
Atomantic Shielding	This model has a 5+ invulnerable save.	
Duty Eternal	Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack(to a minimum of 1)	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Contemptor Dreadnought	8"	3+	3+	7	7	9	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Combi-bolter	24"	Rapid Fire 2	4	0	1	-	
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-	
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.	

Redemptor Dreadnought [9 PL, 180pts]

Selections: 2x Fragstorm Grenade Launchers, Heavy flamer, Heavy Onslaught Gatling Cannon, Icarus Rocket Pod [5pts], Redemptor Fist

Categories: FACTION: ADEPTUS ASTARTES, DREADNOUGHT, FACTION: IMPERIUM, REDEMPTOR DREADNOUGHT, VEHICLE, CORE, ELITES

Rules: *Angels of Death, Explodes (6"/D3)*

Abilities: *Duty Eternal*, **Unit:** *Redemptor Dreadnought*, **Weapon:** *Fragstorm Grenade Launcher, Heavy flamer, Heavy Onslaught Gatling Cannon, Icarus Rocket Pod, Redemptor Fist*, **Wound Track:** *Redemptor Dreadnought 1, Redemptor Dreadnought 2, Redemptor Dreadnought 3*

Abilities	Description	Ref
Duty Eternal	Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack(to a minimum of 1)	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Redemptor Dreadnought	*	*	*	7	7	13	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Fragstorm Grenade Launcher	18"	Assault D6	4	0	1	Blast	
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.	
Heavy Onslaught Gatling Cannon	30"	Heavy 12	6	-1	1	-	
Icarus Rocket Pod	24"	Heavy D3	7	-1	2	Blast. Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.	
Redemptor Fist	Melee	Melee	x2	-3	D3+3	-	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Redemptor Dreadnought 1	7-13+	8"	3+	3+	
Redemptor Dreadnought 2	4-6	6"	4+	4+	
Redemptor Dreadnought 3	1-3	4"	5+	5+	

Heavy Support [8 PL, 150pts]

Devastator Squad [8 PL, 150pts]

Selections: Armorium Cherub [5pts]

Categories: FACTION: ADEPTUS ASTARTES, DEVASTATOR SQUAD, FACTION: IMPERIUM, INFANTRY, CORE, HEAVY SUPPORT

Rules: *Angels of Death*

Abilities: *Armorium Cherub, Combat Squads, Signum*, **Unit:** *Devastator Marine, Devastator Marine Sergeant*

Devastator Marine Sergeant [23pts]

Selections: Bolt pistol, Frag & Krak grenades, Storm bolter [5pts]

Weapon: *Bolt pistol, Frag grenades, Krak grenades, Storm bolter*

Devastator Marine w/Heavy Weapon [33pts]

Selections: Bolt pistol, Frag & Krak grenades, Lascannon [15pts]

Weapon: *Bolt pistol, Frag grenades, Krak grenades, Lascannon*

Devastator Marine w/Heavy Weapon [33pts]

Selections: Bolt pistol, Frag & Krak grenades, Lascannon [15pts]

Weapon: *Bolt pistol, Frag grenades, Krak grenades, Lascannon*

Devastator Marine w/Heavy Weapon [28pts]

Selections: Bolt pistol, Frag & Krak grenades, Heavy bolter [10pts]

Weapon: *Bolt pistol, Frag grenades, Heavy bolter, Krak grenades*

Devastator Marine w/Heavy Weapon [28pts]

Selections: Bolt pistol, Frag & Krak grenades, Heavy bolter [10pts]

Weapon: *Bolt pistol, Frag grenades, Heavy bolter, Krak grenades*

Abilities	Description	Ref
Armorium Cherub	Once per battle, in your shooting phase, after this unit has shot, one model in this unit can immediately shoot with one of it's ranged weapons again.	
Combat Squads	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.	
Signum	In your Shooting phase, each time this unit shoots, if it contains a Devastator Marine Sergeant, you can select one model in this unit. Until the end of the phase, that model has a Ballistic Skill characteristic of 2+.	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Heavy bolter	36"	Heavy 3	5	-1	2	-	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Lascannon	48"	Heavy 1	9	-3	D6	-	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	

Force Rules

Angels of Death: This unit has the following abilities: *And They Shall Know No Fear, Bolter Discipline,*

Shock Assault and Combat Doctrines. ()

Bolter Discipline: Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting Rapid Fire bolt weapons make double the number of attacks if any of the following apply

- The shooting model's target is within half the weapon's range
- The shooting model is Infantry (excluding Centurion models) and it's unit Remained Stationary in your previous Movement Phase.
- The shooting model is a Terminator or Biker

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon (see page 195) with the Rapid Fire type. ()

Shock Assault: Each time this unit fights if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit. ()

Selection Rules

Angels of Death: This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines. ()

Explodes (3"/1): When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes and each unit within 3" suffers 1 mortal wound. ()

Explodes (6"/D3): When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes and each unit within 6" suffers D3 mortal wounds. ()

The Flesh Is Weak: When a model with this tactic would lose a wound, roll one D6; on a 6 that wound is not lost. When resolving an Overwatch attack made by a model with this tactic, a hit roll of 5 or 6 scores a hit. In addition, models with this tactic that have a damage table are considered to have double the number of wounds remaining for the purposes of determining what row to use on that damage table. ()

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