

## New Roster (Warhammer 40,000 9th Edition) [36 PL, 5CP, 730pts]

### Patrol Detachment 0CP (Imperium - Adeptus Astartes - Salamanders) [36 PL, 5CP, 730pts]

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

#### Configuration [6CP]

##### **\*\*Chapter Selection\*\***

**Selections:** Salamanders

**Categories:** CONFIGURATION

**Rules:** *Forged in Battle*

##### **Battle Size [6CP]**

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

**Categories:** CONFIGURATION

##### **Detachment Command Cost**

**Categories:** CONFIGURATION

#### HQ [8 PL, 170pts]

##### **Captain on Bike [8 PL, 170pts]**

**Selections:** Chapter Command: Chapter Master [2 PL, 40pts], Forge Master, Frag & Krak grenades, Storm shield [10pts], The Salamander's Mantle, Thunder hammer [20pts], Twin boltgun, Warlord

**Categories:** FACTION: ADEPTUS ASTARTES, CHARACTER, FACTION: IMPERIUM, CAPTAIN, BIKER, HQ, CHAPTER MASTER, WARLORD

**Rules:** *Angels of Death*

**Abilities:** *Chapter Master, Forge Master, Iron Halo, Rites of Battle, Storm shield, The Salamander's Mantle, Turbo-boost, Unit: Captain on Bike, Weapon: Frag grenades, Krak grenades, Thunder hammer, Twin boltgun*

Abilities	Description	Ref
<b>Chapter Master</b>	In your Command phase select one friendly <CHAPTER> CORE or <CHAPTER> CHARACTER within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.	
<b>Forge Master</b>	Add 2 to the Toughness characteristic of this warlord	
<b>Iron Halo</b>	This model has a 4+ invulnerable save.	
<b>Rites of Battle</b>	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	
<b>Storm shield</b>	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.	
<b>The Salamander's Mantle</b>	When resolving an attack made against a model with this Relic, subtract 1 from the wound roll.	
<b>Turbo-boost</b>	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Captain on Bike</b>	14"	2+	2+	4	5	6	4	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	
<b>Thunder hammer</b>	Melee	Melee	x2	-2	3	Each time an attack roll is made with this weapon, subtract 1 from the attack's hit roll	
<b>Twin boltgun</b>	24"	Rapid Fire 2	4	0	1	-	

### Troops [10 PL, 210pts]

### Intercessor Squad [5 PL, 105pts]

**Selections:** Astartes Grenade Launcher [5pts], Bolt rifle

**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, INFANTRY, INTERCESSOR SQUAD, PRIMARIS, CORE, INTERCESSORS, TROOPS

**Rules:** *Angels of Death, Astartes Grenade Launcher*

**Abilities:** *Combat Squads, Weapon: Bolt rifle, Frag grenade, Krak grenade*

### 4x Intercessor [80pts]

**Selections:** 4x Bolt pistol, 4x Frag & Krak grenades

**Unit:** *Intercessor, Weapon: Bolt pistol, Frag grenades, Krak grenades*

### Intercessor Sergeant [20pts]

**Selections:** Astartes Chainsword, Bolt pistol, Frag & Krak grenades

**Unit:** *Intercessor Sergeant, Weapon: Astartes Chainsword, Bolt pistol, Frag grenades, Krak grenades*

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

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Astartes Chainsword</b>	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.	
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Bolt rifle</b>	30"	Rapid Fire 1	4	-1	1	-	
<b>Frag grenade</b>	30"	Assault D6	3	0	1	Blast	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Krak grenade</b>	30"	Assault 1	6	-1	D3	-	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	

**Intercessor Squad [5 PL, 105pts]****Selections:** Astartes Grenade Launcher [5pts], Bolt rifle**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, INFANTRY, INTERCESSOR SQUAD, PRIMARIS, CORE, INTERCESSORS, TROOPS**Rules:** *Angels of Death, Astartes Grenade Launcher***Abilities:** *Combat Squads, Weapon: Bolt rifle, Frag grenade, Krak grenade***4x Intercessor [80pts]****Selections:** 4x Bolt pistol, 4x Frag & Krak grenades**Unit:** *Intercessor, Weapon: Bolt pistol, Frag grenades, Krak grenades***Intercessor Sergeant [20pts]****Selections:** Astartes Chainsword, Bolt pistol, Frag & Krak grenades**Unit:** *Intercessor Sergeant, Weapon: Astartes Chainsword, Bolt pistol, Frag grenades, Krak grenades*

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

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Astartes Chainsword</b>	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.	
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Bolt rifle</b>	30"	Rapid Fire 1	4	-1	1	-	
<b>Frag grenade</b>	30"	Assault D6	3	0	1	Blast	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Krak grenade</b>	30"	Assault 1	6	-1	D3	-	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	

**Elites [11 PL, -1CP, 215pts]**

### Aggressor Squad [6 PL, 120pts]

**Selections:** 2x Flamestorm Gauntlets, 2x Aggressor [80pts], Aggressor Sergeant [40pts]

**Categories:** FACTION: ADEPTUS ASTARTES, AGGRESSOR SQUAD, FACTION: IMPERIUM, INFANTRY, Mk X GRAVIS, PRIMARIS, CORE, ELITES

**Rules:** *Angels of Death*

**Abilities:** *Combat Squads*, **Unit:** *Aggressor, Aggressor Sergeant*, **Weapon:** *Flamestorm Gauntlets (Melee), Flamestorm Gauntlets (Shooting)*

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

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Aggressor</b>	5"	3+	3+	4	5	3	3	7	3+	
<b>Aggressor Sergeant</b>	5"	3+	3+	4	5	3	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Flamestorm Gauntlets (Melee)</b>	Melee	Melee	x2	-3	2	When attacking with this weapon, you must subtract 1 from the hit rolls.	
<b>Flamestorm Gauntlets (Shooting)</b>	12"	Assault D6	4	0	1	This weapon automatically hits its target.	

### Primaris Apothecary [5 PL, -1CP, 95pts]

**Selections:** Absolver Bolt pistol, Chapter Command: Chief Apothecary [1 PL, 15pts], Frag & Krak grenades, Reductor Pistol, Selfless Healer, Stratagem: Hero of the Chapter [-1CP]

**Categories:** FACTION: ADEPTUS ASTARTES, CHARACTER, APOTHECARY, FACTION: IMPERIUM, INFANTRY, PRIMARIS, ELITES, CHIEF APOTHECARY

**Rules:** *Angels of Death*

**Abilities:** *Chief Apothecary, Combat Restoratives, Narthecium [Aura], Selfless Healer, Unit: Primaris Apothecary, Weapon: Absolver Bolt Pistol, Frag grenades, Krak grenades, Reductor Pistol*

Abilities	Description	Ref
<b>Chief Apothecary</b>	At the end of your Movement phase this model can use its Combat Restoratives ability twice instead of once.	
<b>Combat Restoratives</b>	At the end of your Movement phase, this model can heal one friendly <CHAPTER> INFANTRY or <CHAPTER> BIKER model whose unit is within 3" of it. That model regains up to D3 lost wounds. Each model can only be healed once per turn.	
<b>Narthecium [Aura]</b>	While a friendly <CHAPTER> INFANTRY or <CHAPTER> BIKER unit is within 3" of this model, each time a model in that unit would lose a wound, roll one D6; on a 6, that wound is not lost.	
<b>Selfless Healer</b>	Each time this WARLORD uses its Combat Restoratives ability, the model being healed regains up to 3 lost wounds instead of D3 Each time this WARLORD is selected to return a destroyed model to a unit by using the Combat Revival Stratagem, that Stratagem costs 0 command points	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Primaris Apothecary	6"	3+	3+	4	4	5	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Absolver Bolt Pistol	18"	Pistol 1	5	-1	2	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Reductor Pistol	3"	Pistol 1	4	-4	2	-	

### Heavy Support [7 PL, 135pts]

## Eradicator Squad [7 PL, 135pts]

**Selections:** Melta rifle

**Categories:** PRIMARIS, Mk X GRAVIS, INFANTRY, FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, ERADICATOR SQUAD, CORE, HEAVY SUPPORT

**Rules:** *Angels of Death*

**Abilities:** *Combat Squads, Total Obliteration, Weapon: Melta rifle*

### 2x Eradicator [90pts]

**Selections:** 2x Bolt pistol

**Unit:** *Eradicator, Weapon: Bolt pistol*

### Eradicator Sgt [45pts]

**Selections:** Bolt pistol

**Unit:** *Eradicator Sgt, Weapon: Bolt pistol*

Abilities	Description	Ref
<b>Combat Squads</b>	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.	
<b>Total Obliteration</b>	In your shooting phase, each time this unit is selected to shoot, if it has not Advanced this turn, it can unleash total obliteration. If it does, select one enemy unit; models in this unit can shoot twice this phase, but they can only make attacks that target that enemy unit (and only if that enemy unit is an eligible target for those attacks)	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Eradicator</b>	5"	3+	3+	4	5	3	2	7	3+	
<b>Eradicator Sgt</b>	5"	3+	3+	4	5	3	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt pistol</b>	12"	Pistol	1	4	0	1 -	
<b>Melta rifle</b>	24"	Assault 1	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	

## 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. ()

**Astartes Grenade Launcher:** Before selecting targets, select one of the following profiles to make attacks with. ()

**Forged in Battle:** Each time a unit with this tactic is selected to shoot or fight, you can re-roll one wound roll when resolving that unit's attacks. Each time an attack with an Armour Penetration characteristic of -1 is allocated to a model with this tactic, that attack has an Armour Penetration characteristic of 0 instead. ()

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