

## New Roster (Warhammer 40,000 9th Edition) [35 PL, 3CP, 740pts]

### Patrol Detachment 0CP (Imperium - Adeptus Astartes - White Scars) [35 PL, 3CP, 740pts]

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

#### Configuration [6CP]

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

**Selections:** White Scars

**Categories:** CONFIGURATION

**Rules:** *Lightning Assault*

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

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

**Categories:** CONFIGURATION

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

**Categories:** CONFIGURATION

#### Stratagems [-1CP]

##### **Relics of the Chapter [-1CP]**

**Selections:** Number of Extra Relics [-1CP]

**Categories:** STRATAGEMS

#### HQ [13 PL, -1CP, 250pts]

### Captain on Bike [6 PL, -1CP, 110pts]

**Selections:** Astartes Chainsword, Chogorian Storm, Frag & Krak grenades, Storm shield [10pts], Stratagem: Tempered by Wisdom [-1CP], Teeth of Terra, Twin boltgun, Warlord

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

**Rules:** *Angels of Death*

**Abilities:** *Chogorian Storm, Iron Halo, Rites of Battle, Storm shield, Teeth of Terra, Turbo-boost, Unit: Captain on Bike, Weapon: Astartes Chainsword, Frag grenades, Krak grenades, Teeth of Terra, Twin boltgun*

Abilities	Description	Ref
<b>Chogorian Storm</b>	If this Warlord makes a charge move or performs a Heroic Intervention, add D3 to their Attacks characteristic until the end of the turn.	
<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>Teeth of Terra</b>	Models with an Astartes chainsword only. The Teeth of Terra replaces the bearer's Astartes chainsword.	
<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>Astartes Chainsword</b>	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	
<b>Teeth of Terra</b>	Melee	Melee	+1	-2	2	Each time the bearer fights, it can make 3 additional attacks with this weapon.	
<b>Twin boltgun</b>	24"	Rapid Fire 2	4	0	1	-	

## Primaris Chaplain on Bike [7 PL, 140pts]

**Selections:** 3. Exhortation of Rage, 4. Mantra of Strength, Absolver Bolt pistol, Benediction of Fury, Chapter Command: Master of Sanctity [1 PL, 25pts], Crozius arcanum, Frag & Krak grenades, Litany of Hate, Twin Bolt rifle

**Categories:** FACTION: ADEPTUS ASTARTES, CHARACTER, CHAPLAIN, FACTION: IMPERIUM, PRIMARIS, PRIEST, BIKER, HQ, MASTER OF SANCTITY

**Rules:** *Angels of Death*

**Abilities:** 3. *Exhortation of Rage*, 4. *Mantra of Strength*, *Litany of Hate*, *Master of Sanctity*, *Rosarius*, *Spiritual Leaders*, *Turbo-boost*, **Unit:** *Primaris Chaplain on Bike*, **Weapon:** *Absolver Bolt Pistol*, *Benediction of Fury*, *Crozius arcanum*, *Frag grenades*, *Krak grenades*, *Twin Bolt rifle*

Abilities	Description	Ref
<b>3. Exhortation of Rage</b>	If this litany is inspiring, select one friendly CORE or CHARACTER unit within 6" of this PRIEST. Each time a model in that unit makes a melee attack, add 1 to that attack's wound roll.	
<b>4. Mantra of Strength</b>	If this litany is inspiring: - Add 1 to this PRIEST'S Attacks and Strength characteristics. - Add 1 to the Damage characteristic of melee weapons this PRIEST is equipped with.	
<b>Litany of Hate</b>	If this litany is inspiring, then while a friendly Core or Character unit is within 6" of this Priest, each time a model in that unit makes a melee attack, you can re-roll the hit roll	
<b>Master of Sanctity</b>	This model knows one additional Litany from Litanies of Battle . In your Command phase, if this model is on the battlefield, it can recite on additional litany it knows that has not already been recited by a friendly model that turn.	
<b>Rosarius</b>	This model has a 4+ invulnerable save.	
<b>Spiritual Leaders</b>	While a friendly <CHAPTER> CORE unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own	
<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>Primaris Chaplain on Bike</b>	14"	2+	3+	4	5	7	4	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Absolver Bolt Pistol</b>	18"	Pistol 1	5	-1	2	-	
<b>Benediction of Fury</b>	Melee	Melee	+2	-2	3	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.	
<b>Crozius arcanum</b>	Melee	Melee	+2	-1	2	-	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	
<b>Twin Bolt rifle</b>	30"	Rapid Fire 2	4	-1	1		

## Troops [5 PL, 100pts]

### Intercessor Squad [5 PL, 100pts]

**Selections:** Bolt rifle

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

**Rules:** *Angels of Death*

**Abilities:** *Combat Squads*, **Weapon:** *Bolt rifle*

### 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 grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	

## Elites [5 PL, -1CP, 90pts]

### Apothecary [5 PL, -1CP, 90pts]

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

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

**Rules:** *Angels of Death*

**Abilities:** *Chief Apothecary, Combat Restoratives, Command Squad, Narthecium [Aura], Selfless Healer, Unit: Apothecary, Weapon: Astartes Chainsword, Bolt pistol, Frag grenades, Krak grenades*

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>Command Squad</b>	For each <CHAPTER> COMPANY VETERANS units included in a Detachment, one <CHAPTER> COMMAND SQUAD APOTHECARY unit can be included in that detachment without taking up a Battlefield Role slot.	
<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
<b>Apothecary</b>	6"	3+	3+	4	4	4	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>Frag grenades</b>	6"	Grenade	D6	3	0	1	Blast.
<b>Krak grenades</b>	6"	Grenade	1	6	-1	D3	-

### Fast Attack [12 PL, 300pts]

## Outrider Squad [6 PL, 150pts]

**Categories:** FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, BIKER, PRIMARIS, OUTRIDER SQUAD, CORE, FAST ATTACK

**Rules:** *Angels of Death*

**Abilities:** *Devastating Charge, Turbo-boost*

### 2x Outrider [100pts]

**Selections:** 2x Astartes Chainsword, 2x Frag & Krak grenades, 2x Heavy Bolt Pistol, 2x Twin Bolt rifle

**Unit:** *Outrider*, **Weapon:** *Astartes Chainsword, Frag grenades, Heavy Bolt Pistol, Krak grenades, Twin Bolt rifle*

### Outrider Sgt [50pts]

**Selections:** Astartes Chainsword, Frag & Krak grenades, Heavy Bolt Pistol, Twin Bolt rifle

**Unit:** *Outrider Sgt*, **Weapon:** *Astartes Chainsword, Frag grenades, Heavy Bolt Pistol, Krak grenades, Twin Bolt rifle*

Abilities	Description	Ref
<b>Devastating Charge</b>	Each time this unit fights, if it made a charge move this turn, then until that fight is resolved, add 2 to the Attacks characteristic of models in this unit	
<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>Outrider</b>	14"	3+	3+	4	5	4	2	7	3+	
<b>Outrider Sgt</b>	14"	3+	3+	4	5	4	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>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Heavy Bolt Pistol</b>	18"	Pistol 1	4	-1	1	-	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	
<b>Twin Bolt rifle</b>	30"	Rapid Fire 2	4	-1	1		

### Outrider Squad [6 PL, 150pts]

**Categories:** FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, BIKER, PRIMARIS, OUTRIDER SQUAD, CORE, FAST ATTACK

**Rules:** *Angels of Death*

**Abilities:** *Devastating Charge, Turbo-boost*

### 2x Outrider [100pts]

**Selections:** 2x Astartes Chainsword, 2x Frag & Krak grenades, 2x Heavy Bolt Pistol, 2x Twin Bolt rifle

**Unit:** *Outrider*, **Weapon:** *Astartes Chainsword, Frag grenades, Heavy Bolt Pistol, Krak grenades, Twin Bolt rifle*

### Outrider Sgt [50pts]

**Selections:** Astartes Chainsword, Frag & Krak grenades, Heavy Bolt Pistol, Twin Bolt rifle

**Unit:** *Outrider Sgt*, **Weapon:** *Astartes Chainsword, Frag grenades, Heavy Bolt Pistol, Krak grenades, Twin Bolt rifle*

Abilities	Description	Ref
<b>Devastating Charge</b>	Each time this unit fights, if it made a charge move this turn, then until that fight is resolved, add 2 to the Attacks characteristic of models in this unit	
<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>Outrider</b>	14"	3+	3+	4	5	4	2	7	3+	
<b>Outrider Sgt</b>	14"	3+	3+	4	5	4	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>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Heavy Bolt Pistol</b>	18"	Pistol 1	4	-1	1	-	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	
<b>Twin Bolt rifle</b>	30"	Rapid Fire 2	4	-1	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. ()

**Lightning Assault:** Units with this tactic can charge in a turn in which they Advanced or Fell Back. Models with this tactic do not suffer the penalty for Advancing and firing Assault weapons ()

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