

## New Roster (Warhammer 40,000 9th Edition) [37 PL, 6CP, 750pts]

### Patrol Detachment 0CP (Imperium - Adeptus Astartes - Imperial Fists) [37 PL, 6CP, 750pts]

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

#### Configuration [6CP]

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

**Selections:** Imperial Fists

**Categories:** CONFIGURATION

**Rules:** *Siege Masters*

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

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

**Categories:** CONFIGURATION

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

**Categories:** CONFIGURATION

#### HQ [5 PL, 105pts]

### Primaris Captain [5 PL, 105pts]

**Selections:** Frag & Krak grenades, Indomitable, Warlord

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

**Rules:** *Angels of Death*

**Abilities:** *Indomitable, Iron Halo, Rites of Battle*, **Unit:** *Primaris Captain*, **Weapon:** *Frag grenades, Krak grenades*

### Heavy bolt pistol, Master-crafted power sword and Relic shield [15pts]

**Selections:** Heavy Bolt Pistol, Master-crafted power sword [5pts], Relic Shield [10pts]

**Abilities:** *Relic Shield*, **Weapon:** *Heavy Bolt Pistol, Master-crafted power sword*

Abilities	Description	Ref
<b>Indomitable</b>	When resolving an attack made against this Warlord, an unmodified wound roll of 1-3 always fail, irrespective of any abilities that the weapon or the model making that attack may have.	
<b>Iron Halo</b>	This model has a 4+ invulnerable save.	
<b>Relic Shield</b>	Each time the bearer suffers a mortal wound, roll a D6; on a 4+, that mortal wound is ignored. Add 1 to armour saving throws made for the bearer.	
<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	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
<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>Master-crafted power sword</b>	Melee	Melee		+1	-3	2	-

### Troops [14 PL, 280pts]

### Heavy Intercessor Squad [7 PL, 140pts]

**Selections:** Heavy bolt rifle

**Categories:** INFANTRY, CORE, PRIMARIS, INTERCESSORS, Mk X GRAVIS, HEAVY INTERCESSOR SQUAD,  
FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, TROOPS

**Rules:** *Angels of Death*

**Abilities:** *Combat Squads*, **Weapon:** *Heavy bolt rifle*

### 4x Heavy Intercessor [112pts]

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

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

### Heavy Intercessor Sergeant [28pts]

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

**Unit:** *Heavy Intercessor Sergeant*, **Weapon:** *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
Heavy Intercessor	5"	3+	3+	4	5	3	2	7	3+	
Heavy Intercessor Sergeant	5"	3+	3+	4	5	3	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.	
Heavy bolt rifle	36"	Rapid Fire 1	5	-1	1	-	
Krak grenades	6"	Grenade 1	6	-1	D3	-	

**Heavy Intercessor Squad [7 PL, 140pts]****Selections:** Heavy bolt rifle**Categories:** INFANTRY, CORE, PRIMARIS, INTERCESSORS, Mk X GRAVIS, HEAVY INTERCESSOR SQUAD,  
FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, TROOPS**Rules:** *Angels of Death***Abilities:** *Combat Squads*, **Weapon:** *Heavy bolt rifle***4x Heavy Intercessor [112pts]****Selections:** 4x Bolt pistol, 4x Frag & Krak grenades**Unit:** *Heavy Intercessor*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades***Heavy Intercessor Sergeant [28pts]****Selections:** Bolt pistol, Frag & Krak grenades**Unit:** *Heavy Intercessor Sergeant*, **Weapon:** *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>Heavy Intercessor</b>	5"	3+	3+	4	5	3	2	7	3+	
<b>Heavy Intercessor Sergeant</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>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Heavy bolt rifle</b>	36"	Rapid Fire 1	5	-1	1	-	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	

**Elites [11 PL, 230pts]**

**Aggressor Squad [6 PL, 135pts]****Selections:** 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***Auto Boltstorm Gauntlets/Fragstorm Grenade Launcher [15pts]****Selections:** 2x Auto Boltstorm Gauntlets, Fragstorm Grenade Launcher**Weapon:** *Auto Boltstorm Gauntlets (Melee), Auto Boltstorm Gauntlets (Shooting), Fragstorm Grenade Launcher*

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>Auto Boltstorm Gauntlets (Melee)</b>	Melee	Melee	x2	-3	2	When attacking with this weapon, you must subtract 1 from the hit rolls.	
<b>Auto Boltstorm Gauntlets (Shooting)</b>	18"	Assault 3	4	0	1	-	
<b>Fragstorm Grenade Launcher</b>	18"	Assault D6	4	0	1	Blast	

### Primaris Apothecary [5 PL, 95pts]

**Selections:** Absolver Bolt pistol, Chapter Command: Chief Apothecary [1 PL, 15pts], Frag & Krak grenades, Reductor Pistol

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

**Rules:** *Angels of Death*

**Abilities:** *Chief Apothecary, Combat Restoratives, Narthecium [Aura]*, **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.	

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
<b>Absolver Bolt Pistol</b>	18"	Pistol 1	5	-1	2	-	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	
<b>Reductor Pistol</b>	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. ( )

**Siege Masters:** When resolving an attack made with a ranged weapon by a model with this tactic, the target does not receive the benefit of cover to its saving throw and, if that attack was made with a bolt weapon (pg 166), an unmodified hit roll of 6 scores 1 additional hit. ( )

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