

# LEGIONES ASTARTES BLACKSHIELDS

## HORUS

### HORUS HERESY BOOK 6, RETRIBUTION

This team list uses the FW Blackbook, Book 6 Retribution. All rules not listed here will be drawn from there, mainly weapons profiles. If a rule differs from the Codex, it will be clearly stated.

### FACTION KEYWORDS

All models in this list have the **Legiones Astartes**, **<Legion>** keywords. Also your team must choose either **<Traitor>** or **<Loyalist>** keyword.

### OATH OF MOMENT

At the beginning of the game, before rolling for turn, an Oath of Moment must be secretly noted down. The note is revealed at the end of the game when Victory points are being tallied. Each Oath of Moment represents an objective that must be achieved, chosen from the list below.

**Crusader** (1 Victory point): KE must end the game within the enemy's deployment zone in order to earn the Oath of Moment Victory points.

**Protector** (2 Victory points): Note the identity of another Independent Character in the army. This model must survive the game to earn the Oath of Moment Victory points.

**Hand of the Sigillite** (2/3 Victory points): If objective markers are in play, KE must control one of the objective markers at the end of the game to earn the Oath of Moment Victory points. If the marker is in the enemy deployment zone, this Oath of Moment is worth 3 Victory points instead.

**Headsman** (3 Victory points): KE must slay the enemy Warlord in a Challenge in order to earn the Oath of Moment Victory points.

### BY FALSEHOOD CLOAKED

The Knight Errant may deploy via deep strike, and when doing so they do not roll for scatter. On the controlling player's turn that they deploy, and throughout the opposing player's following turn, any shots made against the Knight Errant that has deployed in this manner are made as Snap Shots. In addition, any charges made against them during this time count as Disordered.

### SPECIAL RULES

**Legiones Astartes:** All models may reroll their leadership to regroup and for nerve tests.

**Wrought by War:** Each Blackshield kill team may if its owning player wishes, select one of the Wrought by War special rules detailed later.

**Strike only from a position of strength:** Blackshield kill teams add may +1 to the dice to see who takes the first turn.

**Outcasts:** For the purposes of campaigns a Blackshield force may belong to either Loyalists or Traitors but must be declared before the beginning of the game

### MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models

*A Blackshield kill team may select one of the following groups to belong to, conferring their own special rules and limitations to the kill team for no additional cost.*

## DEATH SEEKERS

**Inured to Pain:** Models in this Kill team gains the Feel no Pain(6+) special rule, and does not need to take nerve or moral checks as a result of taking casualty's from shooting attacks.

**The Lure of the Battle:** Models in this Kill team may not voluntarily fail a moral check and must pass a leadership test in order to end the movement further from any visible enemy model that it was at the beginning of the phase. If this test is failed, the unit moves D6" towards the closest enemy target instead, stopping 1" away from enemy models. Units inside buildings, fortifications and transports are not subject to this involuntary movement.

## ORPHANS OF WAR

**Non-Character models:** When within 2" coherency of at least 5 friendly models from a Blackshield kill team gain +1 leadership and can reroll all failed to Hit rolls of a 1 during the shooting and assault phase. They may not however benefit from the leadership value of other models, and if they fail a moral check in the assault phase, D3 models from the assault are removed as casualty's in addition to other effects.

Character models: Gain preroll failed rolls To Wound against enemy models with the (\*\*\*\*\*) keyword.

**No gods No Masters:** May not include Warden-Chaplains in their Kill team

## OUTLANDERS

**Void Reavers:** Before the game begins, up to half of the kill teams infantry models may be given the Deep strike special rule and enter play via reserve. However should a deep strike mishap be suffered, -1 to the roll.

**Unsanctioned Weaponry:** Any model with this special rule with access to a combi-bolter as an upgrade or option may instead take a xenos deathlock for +3 pts. Any character model that does not already do so, has access to rad grenades as an option for +10 pts.

**The Shadow of Oblivion:** This kill team takes a -1 to Rout tests.

## CHYMERIAE

**Chymeriae Attributes:** At the start of the game before set-up, the kill teams owning player must declare one of the following combination of bonuses

and penalties for all models in the kill team:

- option 1: +1 Strength, +1 Toughness, -1" Charge and run distance, may not make sweeping advances.

- option 2: +1 WS, +1 BS, -2 LD.

- option 3: The unit gains the Fear, Fleet and +1 A, -1 BS, must always make sweeping advances if able to.

# TEAM LEADERS

## BLACKSHIELD REAVER CAPTAIN

45

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	2+	3+	4	4	3	3	9	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Chainsword</li> <li>- Krak and frag grenades</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Inspiring Presence</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- Can be upgraded to one of the following sub-types               <ul style="list-style-type: none"> <li>5pts - Assault Leader, gains Jump Pack, 12" M, Fly Keyword</li> <li>5pts - Breacher Leader, gains Boarding Shield, and may re-roll wounds against weapons that hit automatically</li> <li>5 pts - Destroyer Leader, gains dual bolt pistols, loses Bolter, and can take up to 3 phosphex bombs</li> </ul> </li> <li>- Can replace its chainsword with an item from the Pistols or melee Weapons list</li> <li>- Can replace its Bolt Pistol with an item from the Pistols or Melee Weapons list</li> <li>- Can replace its Bolter with an item from the Ranged or Combi-Weapons list</li> <li>- Can take any item from the Wargear list</li> <li>- Can take Melta Bombs</li> <li>- Can replace Boltgun with a Pariah Boltgun</li> <li>- Can replace Power Armour with Pariah Power Armour</li> </ul>								
KEYWORDS	<b>Legiones Astartes, Legion, Traitor/Loyalist, Infantry, Blackshield</b>								

## KNIGHT ERRANT

55

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	2+	2+	4	4	3	3	10	2+/4++
EQUIPMENT	<ul style="list-style-type: none"> <li>- Master-crafted Bolt Pistol</li> <li>- Master-crafted Power Sword</li> <li>- Paragon Bolter</li> <li>- Frag and Krak Grenades</li> <li>- Iron Halo</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Inspiring Presence</li> <li>- Oath of Moment</li> <li>- By Falsehood Cloaked</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- Can replace his bolt pistol with an item from the Ranged or Pistols list.</li> <li>- Can take melta bombs.</li> </ul>								
KEYWORDS	<b>Legiones Astartes, Legion, Traitor/Loyalist, Infantry, Agent of the Siglitte</b>								

## MARAUDER CHIEF

30

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	3	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Bolter</li> <li>- Chainsword, Chain Axe, or Combat Blade</li> <li>- Frag and Krak Grenades</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Inspiring Presence</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- Can replace its chainsword with an item from the Pistols or melee Weapons list</li> <li>- Can replace its Bolt Pistol with an item from the Pistols or Melee Weapons list</li> <li>- Can replace its Bolter with an item from the Ranged or Combi-Weapons list</li> <li>- Can take any item from the Wargear list</li> <li>- Can take Melta Bombs - Can replace Boltgun with a Pariah Boltgun</li> <li>- Can replace Power Armour with Pariah Power Armour</li> </ul>								
KEYWORDS	<b>Legiones Astartes, Legion, Traitor/Loyalist, Infantry</b>								

## WARDEN CHAPLAIN

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	7"	3+	3+	4	4	3	3	9	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Crozius Arcanum (Power Maul)</li> <li>- Bolt Pistol</li> <li>- Krak and frag grenades</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Inspiring Presence</li> <li>- Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly &lt;Legion&gt; units within 6" of this model</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- Can replace his boltpistol with an item from the Ranged or Pistols list.</li> <li>- Can take melta bombs.</li> </ul>								
KEYWORDS	<b>Legiones Astartes, Legion, Traitor/Loyalist, Infantry</b>								

## BLACKSHIELD LEXICANIUM

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	3	3	9	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Force Weapon</li> <li>- Bolt Pistol</li> <li>- Krak and frag grenades</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Inspiring Presence</li> <li>- Psyker (Smite)</li> <li>- Psychic Powers: This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to Deny one psychic power in each enemy Psychic phase</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- Can replace his boltpistol with an item from the Ranged or Pistols list.</li> <li>- Can take melta bombs</li> <li>- Can replace Boltgun with a Pariah Boltgun</li> <li>- Can replace Power Armour with Pariah Power Armour</li> </ul>								
KEYWORDS	<b>Legiones Astartes, Legion, Traitor/Loyalist, Infantry, Psyker</b>								

# CORE

## BLACKSHIELD TACTICAL MARINE

10

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	1	1	7	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Boltgun</li> <li>- Frag and Krak Grenades</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- May fire Boltgun or bolt pistol twice if you did not move, deep strike, or disembark from a transport that turn. May not overwatch till next turn</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- Can replace their boltguns with chainswords</li> <li>- Can replace Boltgun with a Pariah Boltgun</li> <li>- Can replace Power Armour with Pariah Power Armour</li> </ul>								
KEYWORDS	Legiones Astartes, Legion, Traitor/Loyalist, Infantry								

## BLACKSHIELD ASSAULT MARINE

13

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	12"	3+	3+	4	4	1	1	7	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Chainsword</li> <li>- Frag and Krak Grenades</li> <li>- Jump Pack</li> </ul>								
RULES									
OPTIONS	<ul style="list-style-type: none"> <li>- Can take a combat shield</li> <li>- Can replace Boltgun with a Pariah Boltgun</li> <li>- Can replace Power Armour with Pariah Power Armour</li> <li>- For every five Assault Marines in your Kill Team, one model can replace his chainsword with an item from the Power Weapons list, or replace his bolt pistol with a plasma pistol, or hand flamer</li> </ul>								
KEYWORDS	Legiones Astartes, Legion, Traitor/Loyalist, Infantry, Fly								

**BLACKSHIELD BREACHER MARINE**

11

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	1	1	7	3+/5++
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Bolter</li> <li>- Frag and Krak Grenades</li> <li>- Boarding Shield</li> </ul>								
RULES	- May reroll all failed saves against weapons that automatically hit								
OPTIONS	<ul style="list-style-type: none"> <li>- Can replace Boltgun with a Pariah Boltgun</li> <li>- Can replace Power Armour with Pariah Power Armour</li> <li>- For every five Breachers in your Kill Team, one model can replace its boltgun with either a volkite charger, graviton gun, meltagun, lascutter or flamer</li> </ul>								
KEYWORDS	<b>Legiones Astartes, Legion, Traitor/Loyalist, Infantry</b>								

**BLACKSHIELD TACTICAL SUPPORT MARINE**

11

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	1	1	7	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Flamer</li> <li>- Frag and Krak Grenades</li> </ul>								
RULES	- May take one Support Marine for every two Tac, Assault, or Breacher Marines								
OPTIONS	<ul style="list-style-type: none"> <li>- Can replace Boltgun with a Pariah Boltgun</li> <li>- Can replace Power Armour with Pariah Power Armour</li> <li>- Can replace their flamer with a rotor cannon, volkite charger, volkite caliver, plasma gun, meltagun, or Pariah Flamer</li> <li>- Can take a chainsword</li> </ul>								
KEYWORDS	<b>Legiones Astartes, Legion, Traitor/Loyalist, Infantry</b>								

# SPECIAL

## NAVIGATOR

(You may only take one Navigator in your kill team)

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Navigator	4"	5+	5+	3	3	2	2	10	6+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Archeotech Pistol</li> <li>- CCW</li> <li>- Refractor Field</li> <li>- Ætherlabe staff</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Navigator Powers</li> </ul> <div style="display: flex; justify-content: space-between;"> <div style="width: 48%;"> <p><b>Ætherlabe Staff</b> Should an enemy unit Deep Strike into play within 12" of the Navigator, the Navigator and their unit may make a Snap Shot shooting attack at the arriving unit at the end of that phase, subject to the normal rules for doing so. If the enemy unit enters play by way of a Conjunction psychic power, these Snap Shots are carried out at the firers' normal BS rather than at BS 1.</p> <p><b>Navigator Powers</b> Navigators have a range of powers, one of which may be attempted in the phase indicated so long as the Navigator is not engaged in an assault. These powers do not count as Psychic Powers and the Navigator does not use Warp Charge points or have access to any Psychic Disciplines. However, the Navigator does count as a Psyker for the purposes of rules that work against Psykers, such as Hatred (Psykers) or weapons that have additional rules against Psykers. In order to use a Navigator power, the Navigator must make a Leadership test. If the test is passed, the chosen power is used as described. If the test is failed, the power is not used and the Navigator and their unit is Pinned (though they do not Go to Ground).</p> </div> <div style="width: 48%;"> <ul style="list-style-type: none"> <li>- <b>The Lidless Stare</b> Use in the controlling player's Shooting phase, counting as a shooting attack. Place a template as if the Navigator was shooting a template weapon. Every Infantry type model, friend or foe, under the template must pass an Initiative test. Models that fail the test suffer an automatic Instant Death wound with no Armour saves possible.</li> <li>- <b>Warp Prescience</b> Use at the beginning of the enemy's Shooting phase. Shooting attacks directed at the Navigator and their unit that player turn are made at -1 BS.</li> <li>- <b>Ætheric Disruption</b> Use at the start of the controlling player's turn. Until the beginning of their next player turn, all Psykers, friend or foe, roll three dice and discard the lowest result for the purposes of Perils of the Warp results.</li> </ul> </div> </div>								
OPTIONS	<ul style="list-style-type: none"> <li>- Can take Digital Lasers</li> <li>- Can take a cyber-familiar</li> </ul>								
KEYWORDS	<b>Legiones Astartes, Legion, Traitor/Loyalist, Infantry</b>								

## ORDO ASSASSINORUM

(May only take one Assassin in your kill team)

60

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Assassin	7"	2+	2+	4	4	3	2	8	6+
EQUIPMENT	- Volkite Sniper Rifle - Bolt Pistol								
RULES	- If this model remained stationary in its previous Movement Phase, it always hits on a 2+ when firing a ranged weapon, regardless of modifiers (hit rolls of a 6 are still required for overwatch) - Subtract 1 from hit rolls for attacks made with ranged weapons that target this model. If this model is on or in a terrain feature, subtract 2 instead								
OPTIONS									
KEYWORDS	<b>Legiones Astartes, Legion, Traitor/Loyalist, Infantry</b>								

## KNIGHT ERRANT

55

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	2+	2+	4	4	3	3	10	2+/4++
EQUIPMENT	- Master-crafted Bolt Pistol - Master-crafted Power Sword - Paragon Bolter - Frag and Krak Grenades - Iron Halo								
RULES	- Inspiring Presence - Oath of Moment - By Falsehood Cloaked								
OPTIONS	- Can replace his boltpistol with an item from the Ranged or Pistols list. - Can take melta bombs.								
KEYWORDS	<b>Legiones Astartes, Legion, Traitor/Loyalist, Infantry, Agent of the Siglitte</b>								



## BLACKSHIELD MARAUDER

13

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	1	2	7	3+
EQUIPMENT	- Bolt Pistol - Power Axe - Frag and Krak Grenades								
RULES	-								
OPTIONS	- Can replace Boltgun with a Pariah Boltgun - Can replace Power Armour with Pariah Power Armour - Any model can take one of the following options: lascarbine, astartes shotgun, laslock, bolt pistol, bolter, pariah bolter, heavy chainsword, lascutter. - For every five Marauders in your Kill Team, one Marauder can take one of the following options: sniper rifle, xenos deathlock, flamer, pariah flamer, rotor cannon, grenade launcher (frag & krak), heavy flamer, meltagun, plasma gun, heavy bolter, missile launcher (frag & krak), multi-melta OR replace their bolt pistol with a plasma pistol or hand flamer OR replace their combat blade with a power weapon								
KEYWORDS	<b>Legiones Astartes, Legion, Traitor/Loyalist, Infantry</b>								

## BLACKSHIELD TECHMARINE

(May only take one Techmarine in your kill team)

40

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	3	2	7	2+
EQUIPMENT	- Bolt Pistol - Boltgun - Power Axe - Frag and Krak Grenades - Servo Armour								
RULES	- Instead of shooting, you may have this model restore d3 wounds to a VEHICLE within 3" - Cyber-familiar: A unit with a cyber-familiar is never slowed by battlefield terrain								
OPTIONS	- Can take melta bombs. - Can take rad grenades. - Can replace its power axe with a thunder hammer. - Can replace its servo arm with a light c-beam cannon. - Can take an item from the Techmarine Equipment list. - Can take a cyber-familiar - Can replace Boltgun with a Pariah Boltgun - Can replace Power Armour with Pariah Power Armour								
KEYWORDS	<b>Legiones Astartes, Legion, Traitor/Loyalist, Infantry</b>								

## SERVO-AUTOMATA

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(You may only take one Servo-Automata in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Automata	6"	4+	4+	4	3	1	1	6	5+
EQUIPMENT	-								
RULES									
OPTIONS	-								
KEYWORDS	Legiones Astartes, Legion, Traitor/Loyalist, Infantry								

## BLACKSHIELD TERMINATOR

25

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	5"	3+	3+	4	4	2	2	7	2+
EQUIPMENT	- Combi-Bolter - Power Weapon								
RULES	- A Legion Terminator can take Cataphractii Armour. If it does its Move characteristic is reduced to 4" and has a 5++ OR - A Legion Terminator can take Tartaros Armour. If it does its Move characteristic is increased to 6" and it gains a 4++								
OPTIONS	- can replace its combi-bolter with a Volkite charger, or an item from the Combi-Weapons list. - Can replace its power weapon with a power fist, chainfist, thunder hammer or lightning claw - Can replace its power weapon and combi-bolter with two lightning claws. - For every five Terminators in your Kill Team, one Legion Terminator can replace its combi-bolter with a heavy flamer, reaper autocannon or plasma blaster								
KEYWORDS	Legiones Astartes, Legion, Traitor/Loyalist, Infantry								

## BLACKSHIELD OUTRIDER MARINE

25

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	14"	3+	3+	4	5	2	1	7	3+
EQUIPMENT	- Bolt Pistol - Chainsword - Frag and Krak Grenades - Space Marine Bike with TL Bolter								
RULES	-								
OPTIONS	- Can replace Power Armour with Pariah Power Armour - Can replace the twin boltguns on their Legion Space Marine Bikes with twin plasma guns, twin meltaguns, or twin flammers - For every three Outriders in your Kill Team, one can replace his chainsword with a power weapon, or replace his bolt pistol with a plasma pistol, or hand flamer - Can take Melta bombs								
KEYWORDS	Legiones Astartes, Legion, Traitor/Loyalist, Infantry, Bike								

**BLACKSHIELD DESTROYER MARINE**

14

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	1	1	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Pair of Bolt Pistols</li> <li>- Chainsword</li> <li>- Rad, Frag, and Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Suspensor Web: A weapon with a suspensor web does not suffer the penalty for moving and firing Heavy weapons. However, if it does move and fire in the same turn, half the weapon's maximum range</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- Can take a jump pack. If it does, its Move characteristic is increased to 12", and it gains the Fly and Jump Pack keywords</li> <li>- For every three Destroyers in your Kill Team, one model can replace one of its bolt pistols with an item from the Pistols list or a missile launcher (rad missiles) with suspensor web.</li> <li>- Can take melta bombs</li> <li>- Can replace Power Armour with Pariah Power Armour</li> </ul>								
KEYWORDS	<b>Legiones Astartes, Legion, Traitor/Loyalist, Infantry</b>								

**BLACKSHIELD HEAVY SUPPORT MARINE**

15

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	1	1	7	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Heavy Bolter</li> <li>- Frag and Krak Grenades</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- May reroll all failed saves against weapons that automatically hit</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- Can replace Heavy Bolter with one of the following: Heavy Flamer, Autocannon, Multi-Melta, Missile Launcher, Plasma Cannon, Volkite Culverin, or a Lascannon</li> <li>- Can take Melta Bombs</li> <li>- Can replace Power Armour with Pariah Power Armour</li> </ul>								
KEYWORDS	<b>Legiones Astartes, Legion, Traitor/Loyalist, Infantry</b>								

**BLACKSHIELD RHINO**

35

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	12"	6+	3+	6	7	5	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Combi-Bolter</li> <li>- Searchlight</li> <li>- Smoke Launchers</li> </ul>								
RULES	-								
OPTIONS									
KEYWORDS	<b>Legiones Astartes, Legion, Traitor/Loyalist, Vehicle</b>								

# ARMOURY

## COMBI WEAPONS

Combi-bolter  
Combi-flamer  
Combi-grenade launcher  
Combi-melta  
Combi-plasma  
Combi-volkite

## MELEE WEAPONS

Chainfist (Terminator only)  
Charnabal sabre (not available to Terminators)  
Heavy chainsword (not available to Terminators)  
Lightning claw  
Paragon blade (Praetor only)  
Power fist  
Power Weapons  
Thunder hammer

## PISTOLS

Archaeotech pistol\*

Hand flamer  
Plasma pistol  
Volkite serpenta

## POWER WEAPONS

Power axe  
Power lance  
Power maul  
Power sword

## WARGEAR

Boarding shield  
Combat shield  
Refractor field  
Outrider Bike  
Skyhunter Jetbike

## RANGED WEAPONS

Boltgun  
Combi-weapons  
Master-crafted boltgun (Praetor only)

Volkite charger

## TECHMARINE EQUIPMENT

Combi-Weapons  
Graviton gun  
Master-crafted boltgun  
Nuncio-vox  
Plasma pistol  
Volkite charger

## VETERAN WEAPONS

Flamer  
Heavy bolter with suspensor web  
Heavy chainsword  
Heavy flamer  
Lightning claw  
Meltagun  
Missile launcher (frag & krak missiles) with suspensor web  
Plasma gun  
Volkite charger

## Weapons Chart

WEAPON	POINTS	RANGE	TYPE	S	AP	D	ABILITIES
<b>Archaotech Pistol</b>	6	12"	Pistol 1	6	-2	2	-
<b>Blade struts</b>	0	Melee	Melee	User	-2	2	-
<b>Breaching charge</b>	7	6"	Grenade D6	8	-3	D3	This weapon can only be used once per game.
<b>Chainfist</b>	14	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
<b>Charnabal sabre</b>	2	Melee	Melee	User	-2	1	Every time you make a Hit roll of 6+ with this weapon, that attack is resolved with an AP of -4 instead of -2.
<b>Combi-bolter</b>	2	24"	Rapid Fire 2	4	0	1	-
<b>Combi-flamer</b>	11	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Flamer	-	8"	Assault D6	4	0	1	This weapon automatically hits its target.
<b>Combi-grenade launcher</b>	9	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Grenade launcher	-	When attacking with this weapon, choose one of the profiles below.					
- Frag grenade	-	24"	Assault D6	3	0	1	-
- Krak grenade	-	24"	Assault 1	6	-1	D3	-
<b>Combi-melta</b>	19	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Meltagun	-	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
<b>Combi-plasma</b>	15	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	13	When attacking with this weapon, choose one of the profiles below.					
- Standard	-	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	-	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
<b>Combi-volkite</b>	8	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Volkite charger	-	15"	Assault 2	5	0	2	-
<b>Flamer</b>	9	8"	Assault D6	4	0	1	This weapon automatically hits its target.
<b>Force axe</b>	10	Melee	Melee	+1	-2	D3	-
<b>Force lance</b>	9	Melee	Melee	+2	-1	D3	-
<b>Force stave</b>	8	Melee	Melee	+2	-1	D3	-
<b>Force sword</b>	8	Melee	Melee	User	-3	D3	-
<b>Frag grenade</b>	0	6"	Grenade D6	3	0	1	-
<b>Graviton gun</b>	15	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.

<b>Grenade harness</b>	8	12"	Assault D6	4	-1	1	-
<b>Hand flamer</b>	8	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
<b>Heavy bolter</b>	10	36"	Heavy 3	5	-1	1	-
<b>Heavy chainsword</b>	2	Melee	Melee	+2	0	1	-
<b>Heavy flamer</b>	17	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
<b>Inferno pistol</b>	9	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
<b>Light c-beam cannon</b>	22	42"	Heavy D3	6	0	1	Attacks from a light c-beam cannon that target enemies at over half its range are resolved at Strength 8, AP -1 and Damage 2.
<b>Lightning claw</b>	8/12	Melee	Melee	User	-2	1	You can re-roll failed wounds with this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
<b>Lightning gun</b>	12	18"	Heavy 1	7	0	1	You can re-roll failed wound rolls with this weapon. On a wound roll of 6+; change that hit's AP to -3 and Damage to 2.
<b>Master-crafted boltgun</b>	3	24"	Rapid Fire 1	4	-1	2	-
<b>Melta bomb</b>	5	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>Vehicle</b> .
<b>Meltagun</b>	17	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
<b>Missile launcher</b>	25/20	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	-	48"	Heavy D6	4	0	1	-
- Krak missile	-	48"	Heavy 1	8	-2	D6	-
- Rad missile	*20	48"	Heavy D3	4	-2	1	Your opponent must subtract 1 from the Toughness characteristic of any <b>Infantry</b> or <b>Biker</b> units that have suffered any hits from rad grenades or rad missiles until the end of the turn.
<b>Multi-laser</b>	15	36"	Heavy 3	6	0	1	-
<b>Multi-melta</b>	27	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
<b>Needle pistol</b>	2	12"	Pistol 1	1	0	1	A needle pistol always wounds on a 2+, unless the target model is a <b>Vehicle</b>
<b>Paragon blade</b>	21	Melee	Melee	+2	-3	D3	-
<b>Phosphex bomb</b>	8	6"	Grenade D3+1	5	-3	1	You can re-roll failed wound rolls against <b>Infantry</b> and <b>Biker</b> units. This weapon can only be used once per battle.
<b>Phosphex discharger</b>	20	18"	Heavy 2D3+2	5	-3	1	You can re-roll failed wound rolls against <b>Infantry</b> and <b>Biker</b> units. This weapon can only be used once per battle.
<b>Plasma blaster</b>	17	When attacking with this weapon, choose one of the profiles below.					
- Standard	-	18"	Assault 2	7	-3	1	-
- Supercharge	-	18"	Assault 2	8	-3	2	For each hit roll of 1, the bearer suffers one mortal wound after all this weapon's shots have been resolved.
<b>Plasma gun</b>	13	When attacking with this weapon, choose one of the profiles below.					
- Standard	-	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	-	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
<b>Plasma pistol</b>	7	When attacking with this weapon, choose one of the profiles below.					
- Standard	-	12"	Pistol 1	7	-3	1	-
- Supercharge	-	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
<b>Power axe</b>	5	Melee	Melee	+1	-2	1	-
<b>Power fist</b>	12	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
<b>Power lance</b>	4	Melee	Melee	+2	-1	1	-
<b>Power maul</b>	4	Melee	Melee	+2	-1	1	-
<b>Power sword</b>	4	Melee	Melee	User	-3	1	-
<b>Quad gun</b>	30	48"	Heavy 8	7	-4	2	This weapon gets +1 to hit against units with the Fly keyword. However it gets -1 to hit all other units.
<b>Quad heavy bolter</b>	36	36"	Heavy 12	5	-1	1	-
<b>Quad lascannon</b>	80	48"	Heavy 4	9	-3	D6	-
<b>Quad launcher</b>	40	When attacking with this weapon, choose one of the profiles below.					

- Frag shells	+5	60"	Heavy 4D3	5	0	1	This weapon can target units that are not visible to the bearer.
- Shatter shells	+5	24"	Heavy 4	8	-2	3	-
- Incendiary shells	+5	60"	Heavy 4D3	4	0	1	This weapon can target units that are not visible to the bearer. Units targeted by this weapon do not gain any bonus to their saving throw for being in cover.
- Splinter shells	+5	36"	Heavy 4D3	2	0	1	This weapon can target units that are not visible to the bearer. On a wound roll of 6+; change this weapon's AP to -3.
- Phosphex canister shot	+40	36"	Heavy 2D6+2	5	-3	1	You can re-roll failed wound rolls against <b>Infantry</b> and <b>Biker</b> units. This weapon can target units that are not visible to the bearer.
Rad grenade	2	6"	Grenade D3	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from the Toughness characteristic of any <b>Infantry</b> or <b>Biker</b> units that have suffered any hits from rad grenades or rad missiles until the end of the turn.
Rotor cannon	6	30"	Rapid Fire 3	3	0	1	-
Rotor cannon (bio-corrosive rounds)	11	16"	Rapid Fire 3	1	0	1	This weapon always wounds on a 4+, unless the target model is a Vehicle
Shock chargers	20	Melee	Melee	User	-3	1	-
Shroud bombs	0	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for <b>Infantry</b> units that have suffered any hits from shroud bombs until the end of the turn.
Sniper rifle	4	36"	Heavy 1	4	0	1	This weapon can target a <b>Character</b> even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Space marine shotgun	0	12"	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Special issue boltgun	3	When attacking with this weapon, choose one of the profiles below.					
- Standard Rounds	-	24"	Rapid Fire 1	4	0	1	-
- Kraken bolt shells	-	30"	Rapid Fire 1	4	-1	1	-
- Tempest bolt shells	-	18"	Rapid Fire D3	3	0	1	-
- Scorpius bolt shells	-	24"	Heavy 1	5	-3	2	You can re-roll failed wounds with this weapon
Volkite Sniper Rifle		55"	Heavy 1	5	-3	2	Each time you make a wound roll of 6+ for this weapon, the target suffers 1 mortal wound in addition to any other damage, Invul saves cannot be taken against attacks from this weapon
Volkite caliver	12	30"	Heavy 2	6	-1	2	Each time you make a wound roll of 6+ for this weapon, the target suffers 1 mortal wound in addition to any other damage
Volkite charger	6	15"	Assault 2	5	0	2	-
Volkite culverin	24	45"	Heavy 4	6	-1	2	Each time you make a wound roll of 6+ for this weapon, the target suffers D3 mortal wounds in addition to any other damage
Volkite serpenta	4	10"	Pistol 1	5	0	2	-