

Assault Squad

Falling from the sky with lightning speed and stunning aggression, the ferocity of the Space Marine Assault Squad is rarely matched in battle. Countless shells of bolt pistol fire slam into the enemy as the squad charges forward with no hesitation whatsoever, hacking and rending at any survivors with whirling chainswords, barging them to the ground with their heavy power armour and shattering their skulls with close-quarter brutality.

Move	12"
Wounds	2
Save	4+
Bravery	8

Missile Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Bolt Pistol	12"	1	4+	4+	-	1
Flamer	8"	1	3+	5+	-	D6
Plasma Pistol	12"	1	4+	3+	-1	1
Melee Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Chainsword	1"	2	4+	4+	-	1
Eviscerator	1"	2	4+	3+	-1	2
Power Fist	1"	1	5+	*	*	*
Power Weapon	1"	1	4+	3+	-1	1

Description

An Assault Squad has between 5 and 10 models. All Assault Squad Marines are armed with a Bolt Pistol and Chainsword. One Marine may be armed with a Flamer, or Plasma Pistol instead of a Bolt pistol. 1 Marine in every 5 may swap all their weapons for an Eviscerator. Some Sergeants swap their Chainsword for a Power Fist or Power Weapon, or carry a Combat Shield into battle.

Sergeant

The leader of this unit is a Sergeant. A Sergeant makes an extra attack with his melee weapons.

Fly

Assault Squad Marines can fly.

Abilities

Combat Shield: A model equipped with a combat shield can re-roll save rolls of 1 during the combat phase.

Plasma Pistol: If a plasma pistol rolls a 1 To Hit, the unit firing it suffers a Mortal Wound.

Power Fist: If a power fist successfully hits a unit, it will cause D3 Mortal Wounds.

Jump Packs: An Assault Squad can opt not to use jump packs. If it does so, it loses the BULKY keyword, cannot fly and has its Move reduced to 5".

KEYWORDS: ADEPTUS ASTARTES, BULKY, IMPERIUM OF MAN, DARK ANGELS, ASSAULT

Company Master

A Dark Angels Company Master is a formidable tactician who has proven his prowess in battle countless times over several centuries. As a Dark Angels Commander, he will be a member of the Deathwing and, as such, he will know some of the Chapter's darkest secrets. In battle it is the Company Master who will orchestrate the tactics of his troops and, where needs must, enter the fray himself where his skill as a warrior can turn the tide of battle.

Move	5"
Wounds	5
Save	3+
Bravery	10

Missile Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Bolt Pistol	12"	1	4+	4+	-	1
Plasma Pistol	12"	1	4+	3+	-1	1
Melee Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Chainsword	1"	4	4+	4+	-	1
Power Fist	1"	4	5+	*	*	*
Power Weapon	1"	4	4+	3+	-1	1

Description

A Company Master is a single model, armed with a Bolt Pistol and Chainsword. Some Company Masters may swap his Chainsword for a Power Weapon or Power Fist. Others swap their Bolt Pistol for a Plasma Pistol.

Abilities

Deathwing: All DARK ANGELS within 12" of the Company Master automatically pass all Battleshock tests.

Iron Halo: If the Company Master suffers a Mortal Wound, roll one dice. On a roll of 4+, it is ignored.

Power Fist: If a power fist successfully hits a unit, it will cause D3 Mortal Wounds.

Tactical Genius: After all units have been deployed but before the battle begins, if the Company master is on the table, D3 friendly IMPERIUM OF MAN units may be immediately moved up to 12". They may not be moved closer than 9" of an enemy model.

KEYWORDS: ADEPTUS ASTARTES, IMPERIUM OF MAN, DARK ANGELS, DEATHWING, MASTER

Deathwing Knights

Deathwing Knights are an imposing sight, for in them lives on some semblance of the Lion himself; they too embody silent strength and a veiled, yet palpable nobility.

Move	5"
Wounds	3
Save	3+
Bravery	10

Melee Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Mace of Absolution	1"	2	3+	3+	-1	2
Flail of the Unforgiven	1"	3	4+	2+	-1	1

Description

A Deathwing Knights unit has between 5 and 10 models. Deathwing Knights carry a Mace of Absolution and a Storm Shield into battle. The Knight Master carries a Flail of the Unforgiven and a Storm Shield. Some Deathwing Knight units go into battle accompanied by a Watcher in the Dark carrying a Perfidious Relic.

Knight Master

The leader of this unit is a Knight Master.

Abilities

Deathwing: Deathwing Knights automatically pass all Battleshock tests.

Perfidious Relic: If a Deathwing Knights unit has a Perfidious Relic, all enemy units within 6" have their Bravery reduced by 1.

Storm Shield: A model equipped with a storm shield can re-roll save rolls of 1 during the combat phase.

Smite: Once per battle, a Deathwing Knights unit can Smite its enemies. In the Hero phase, all enemy units within 3" of the Deathwing Knights suffer D3 Mortal Wounds.

KEYWORDS: ADEPTUS ASTARTES, IMPERIUM OF MAN, DARK ANGELS, BULKY, TERMINATOR, DEATHWING

Deathwing Terminator Squad

The bulk of the 1st Company is composed of Terminator Squads, indefatigable warriors who blast apart their enemies with storm bolters while advancing into assault range.

Move	5"
Wounds	3
Save	3+
Bravery	10

Missile Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Storm Bolter	24"	2	3+	4+	-	1
Assault Cannon	24"	6	3+	3+	-1	1
Cyclone Missile	48"	2	3+	4+	-1	D6
Heavy Flamer	8"	1	3+	5+	-	2D6
Plasma Cannon	36"	3	4+	3+	-1	2
Melee Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Power Fist	1"	2	5+	*	*	*
Power Weapon	1"	2	4+	3+	-1	1
Lightning Claws	1"	3	3+	3+	-1	1
Thunder Hammer	1"	1	5+	*	*	*

Description

A Deathwing Terminator Squad has between 5 and 10 models. All Deathwing Terminators are armed with a Storm Bolter and Power Fist. Any Terminator may swap their Storm Bolter and Power Fist for either a Thunder Hammer and Storm Shield or Lightning Claws. One Terminator in every 5 may be armed with an Assault Cannon, Cyclone Missile Launcher, or a Plasma Cannon instead of a Storm Bolter. Some Sergeants swap their Power Fist for a Power Weapon.

Sergeant

The leader of this unit is a Sergeant. A Sergeant makes an extra attack with his melee weapons.

Abilities

Deathwing: Deathwing Terminators automatically pass all Battleshock tests.

Plasma Cannon: If a plasma cannon rolls a 1 To Hit, the unit firing it suffers a Mortal Wound.

Power Fist: If a power fist successfully hits a unit, it will cause D3 Mortal Wounds.

Storm Shield: A model equipped with a storm shield can re-roll save rolls of 1 during the combat phase.

Thunder Hammer: If a thunder hammer successfully hits a unit, it will cause D3 Mortal Wounds. In addition, any unit that suffers any wound from a thunder hammer must roll a dice. On a roll of 4+, it is knocked off its feet and must subtract 1 from all hit rolls in this combat phase as they regain their feet.

KEYWORDS: ADEPTUS ASTARTES, IMPERIUM OF MAN, DARK ANGELS, BULKY, TERMINATOR, DEATHWING

Devastator Squad

Support troops who truly live up to their name, the Space Marine Devastators deliver the Emperor's judgment via stunning displays of brutal firepower. Missiles slam into ranks of enemies, blasts of scorching plasma melt craters into the very earth, lascannons punch through the hardest defences and the droning hum of grav-cannons rises to a terrible crescendo as the target of the Devastators' wrath is reduced to nothing more than memory and dust.

Move	5"
Wounds	2
Save	4+
Bravery	8

Missile Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Bolter	24"	2	4+	4+	-	1
Grav-cannon	36"	3	4+	4+	-	1
Heavy Bolter	36"	3	4+	4+	-	2
Lascannon	48"	1	4+	2+	-2	D6
Missile Launcher	48"	1	3+	4+	-1	D6
Multi-melta	24"	1	4+	*	*	*
Plasma Cannon	36"	3	4+	3+	-1	2
Melee Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Combat Knife	1"	1	4+	4+	-	1
Power Fist	1"	1	5+	*	*	*
Power Weapon	1"	1	4+	3+	-1	1

Description

A Devastator Squad has between 5 and 10 models. All Tactical Squad Marines are armed with a Bolter and Combat Knife. Up to 4 Marines may be armed with a Grav-cannon, Heavy Bolter, Lascannon, Missile Launcher, Multi-melta, or a Plasma Cannon instead of a Bolter. Some Sergeants swap their Combat Knife for a Power Fist or Power Weapon.

Sergeant

The leader of this unit is a Sergeant. A Sergeant makes 2 attacks with his melee weapons rather than 1.

Abilities

Grav-cannon: If a grav-cannon hits a unit, the unit will suffer Wounds if they *succeed* in their Saves rather than if they fail. If they fail a Save against a grav-cannon, they will not lose a Wound.

Multi-melta: If a Multi-melta hits a unit, it will cause D6 Mortal Wounds. If it attacks a target that is within half its Range, then the Mortal Wounds caused are doubled.

Plasma Cannon: If a plasma cannon rolls a 1 To Hit, the unit firing it suffers a Mortal Wound.

Power Fist: If a power fist successfully hits a unit, it will cause D3 Mortal Wounds.

Rapid Fire: If the Devastator Squad does not move, each model may make an extra attack with its Bolter.

KEYWORDS: ADEPTUS ASTARTES, IMPERIUM OF MAN, DARK ANGELS, DEVASTATOR

Dreadnought

Standing three times the height of a man, these towering war machines bare powerful weapons and are as lethal at range as in close assault. A chapter's Dreadnoughts are treasured relics, only awoken in great need. Encased inside every Dreadnought, lies a mighty space marine hero, who has suffered grievous wounds in battle, saved only by his interment.

Move	5"
Wounds	8
Save	3+
Bravery	10

Missile Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Storm Bolter	24"	2	3+	4+	-	1
Assault Cannon	24"	6	3+	3+	-1	1
Autocannon	48"	4	4+	3+	-1	2
Heavy Bolter	36"	6	4+	4+	-	2
Heavy Flamer	8"	1	3+	5+	-	2D6
Lascannon	48"	2	4+	2+	-2	D6
Missile Launcher	48"	1	3+	4+	-1	D6
Multi-melta	24"	1	4+	*	*	*
Plasma Cannon	36"	3	4+	3+	-1	2
Melee Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Power Fist	1"	1	5+	*	*	*

Description

A Dreadnought is a single model. It is armed with a Storm Bolter, a Multi-Melta and a Power Fist. Some Dreadnoughts swap the Multi-Melta for an Assault Cannon, Autocannon, Heavy Bolter, Heavy Flamer, Lascannon, or Plasma Cannon. Some Dreadnoughts swap their Storm Bolter for a Heavy Flamer, while others swap the Storm Bolter and Power Fist for a Missile Launcher or Autocannon.

Abilities

Heavy Armour: The Dreadnought ignores all damage from weapons that have Rend -.

Multi-melta: If a Multi-melta hits a unit, it will cause D6 Mortal Wounds. If it attacks a target that is within half its Range, then the Mortal Wounds caused are doubled.

Power Fist: If a power fist successfully hits a unit, it will cause D3 Mortal Wounds.

KEYWORDS: ADEPTUS ASTARTES, IMPERIUM OF MAN, RHINO, DARK ANGELS, DREADNOUGHT, VEHICLE

Drop Pod

The Space Marines are known as the Angels of Death, and the title is never more appropriate than when they attack using Drop Pods. Drop Pod assaults are the ultimate weapon of terror and surprise, aimed right at the heart of the foe. Scarcely have the smouldering hulls come to rest when their hatches blow clear, and the occupants disembark to wreak havoc on wrong-footed enemies.

Move	0"
Wounds	8
Save	3+
Bravery	8

Missile Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Storm Bolter	24"	2	3+	4+	-	1
Deathwind Launcher	12"	1	4+	4+	-	D6

Description

A Drop Pod is a single model. It is armed with a Storm Bolter. Some Drop Pods replace the Storm Bolter with a Deathwind Launcher.

Abilities

Heavy Armour: The Drop Pod ignores all damage from weapons that have Rend -.

Orbital Assault: Instead of setting up this unit (and any unit using it as a transport) on the battlefield, you can place it to one side and say it is in orbit. In any of your movement phases, you can place the unit on the battlefield, at least 9" away from any enemy model. Any unit inside the Drop Pod may disembark in the same movement phase.

Transport: A friendly ADEPTUS ASTARTES unit may enter the Drop Pod if all of the models of the unit are within 6" of it at the start of their movement phase, or they may start the battle inside the Drop Pod. Remove the unit from the battlefield and place it to one side.

A unit inside a Drop Pod may not make any attacks or be attacked. One HERO and one other unit may use the Drop Pod as a transport so long as the number of models do not number more than 10. BULKY or VEHICLE models may not enter the Drop Pod.

A unit inside a Drop Pod can exit it in a future movement phase. To do so, set it up so all models from the unit are within 6" of the Drop Pod and more than 3" away from any enemy models.

KEYWORDS: ADEPTUS ASTARTES, IMPERIUM OF MAN, DROP POD, DARK ANGELS, TRANSPORT, TANK, VEHICLE

Ravenwing Attack Bike Squad

Space Marine Bike squads carry out fast-moving assault missions. Attacking at incredible speeds, they use surprise and momentum to punch holes in the enemy formation, accelerating away as the enemy recovers his wits. Bike squad tactical strikes are often likened to thunderbolts - by the time a foe has heard their approach, the damage has already been done.

Move	12"
Wounds	4
Save	4+
Bravery	8

Missile Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Bolter	24"	3	4+	4+	-	1
Heavy Bolter	36"	3	4+	4+	-	2
Multi-melta	24"	1	4+	*	*	*
Melee Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Combat Knife	1"	2	4+	4+	-	1

Description

A Ravenwing Attack Bike Squad has between 1 and 3 models. All Ravenwing Attack Bikes are armed with a Bolter, Heavy Bolter and Combat Knife. Some Ravenwing Attack Bikes swap their Heavy Bolter for a Multi-Melta.

Abilities

Jink: A Ravenwing Attack Bike Squad may re-roll any failed Save.

Multi-melta: If a Multi-melta hits a unit, it will cause D6 Mortal Wounds. If it attacks a target that is within half its Range, then the Mortal Wounds caused are doubled.

Scouting: Instead of setting up this unit on the battlefield, you can place it to one side and say it is infiltrating. In any of your movement phases, you can move the unit onto the battlefield from any table edge.

KEYWORDS: ADEPTUS ASTARTES, BULKY, IMPERIUM OF MAN, DARK ANGELS, RAVENWING, BIKE

Ravenwing Bike Squad

Dark Angels Bike Squadrons give the Chapter Master a fast-moving, hard-hitting force that can be used to scout out the enemy positions and harry their opponents in a pursuit.

Move	12"
Wounds	3
Save	4+
Bravery	8

Missile Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Bolter	24"	3	4+	4+	-	1
Flamer	8"	1	3+	5+	-	D6
Grav-gun	18"	2	4+	4+	-	1
Meltagun	12"	1	4+	*	*	*
Plasma Gun	24"	2	4+	3+	-1	1
Melee Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Combat Knife	1"	1	4+	4+	-	1
Power Fist	1"	1	5+	*	*	*
Power Weapon	1"	1	4+	3+	-1	1

Description

A Ravenwing Bike Squad has between 3 and 6 models. All Ravenwing Bike Marines are armed with a Bolter and Combat Knife. Up to 2 Marines may be armed with a Flamer, Grav-gun, Meltagun, or Plasma Gun instead of a Bolter. Some Sergeants swap their Combat Knife for a Power Fist or Power Weapon.

Sergeant

The leader of this unit is a Sergeant. A Sergeant makes 2 attacks with his melee weapons rather than 1.

Abilities

Jink: A Ravenwing Bike Squad may re-roll any failed Save.

Scouting: Instead of setting up this unit on the battlefield, you can place it to one side and say it is infiltrating. In any of your movement phases, you can move the unit onto the battlefield from any table edge.

Grav-gun: If a grav-gun hits a unit, the unit will suffer Wounds if they *succeed* in their Saves rather than if they fail. If they fail a Save against a grav-gun, they will not lose a Wound.

Meltagun: If a meltagun hits a unit, it will cause D3 Mortal Wounds. If it attacks a target that is within half its Range, then the Mortal Wounds caused are doubled.

Plasma Gun: If a plasma gun rolls a 1 To Hit, the unit firing it suffers a Mortal Wound.

Power Fist: If a power fist successfully hits a unit, it will cause D3 Mortal Wounds.

KEYWORDS: ADEPTUS ASTARTES, BULKY, IMPERIUM OF MAN, DARK ANGELS, RAVENWING, BIKE

Ravenwing Black Knights

Those who survive in the Ravenwing long enough learn to take mobile warfare to the next level. If they can pass the Seven Rites of the Raven, they will be inducted into the Black Knights, the Inner Circle of the 2nd Company.

Move	12"
Wounds	3
Save	4+
Bravery	8

Missile Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Plasma Talon	18"	3	4+	3+	-1	1
Grenade Launcher	24"	1	3+	5+	-	D3
Melee Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Corvus Hammer	1"	1	3+	4+	-	2
Power Weapon	1"	1	4+	3+	-1	1

Description

A Ravenwing Black Knights unit has between 3 and 10 models. All Ravenwing Black Knights are armed with a Plasma Talon and Corvus Hammer. For every 3 Black Knights in the unit, 1 may swap its Plasma Talon for a Grenade Launcher. Some Huntmasters swap their Corvus Hammer for a Power Weapon.

Huntmaster

The leader of this unit is a Huntmaster. A Sergeant makes 3 attacks with his melee weapons rather than 2.

Abilities

Jink: Ravenwing Black Knights may re-roll any failed Save.

Scouting: Instead of setting up this unit on the battlefield, you can place it to one side and say it is infiltrating. In any of your movement phases, you can move the unit onto the battlefield from any table edge.

Grenade Launcher: Any unit that suffers a wound from the grenade launcher will subtract 1 from all to hit rolls in the following combat phase.

Plasma Talon: If a plasma talon rolls a 1 To Hit, the unit firing it suffers a Mortal Wound.

KEYWORDS: ADEPTUS ASTARTES, BULKY, IMPERIUM OF MAN, DARK ANGELS, RAVENWING, BIKE

Ravenwing Land Speeder Squadron

Space Marine Bike squads carry out fast-moving assault missions. Attacking at incredible speeds, they use surprise and momentum to punch holes in the enemy formation, accelerating away as the enemy recovers his wits. Bike squad tactical strikes are often likened to thunderbolts - by the time a foe has heard their approach, the damage has already been done.

Move	18"
Wounds	4
Save	4+
Bravery	8

Missile Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Heavy Bolter	36"	3	4+	4+	-	2
Assault Cannon	24"	6	3+	3+	-1	1
Heavy Flamer	8"	1	3+	5+	-	2D6
Typhoon Missile	48"	2	3+	4+	-1	D6
Multi-melta	24"	1	4+	*	*	*

Description

A Ravenwing Land Speeder Squadron has between 1 and 5 models. All Ravenwing Land Speeders are armed with a Heavy Bolter. Some Ravenwing Land Speeders swap their Heavy Bolter for a Heavy Flamer or Multi-Melta. Other Ravenwing Land Speeders add another weapon, either a Heavy Bolter, Heavy Flamer, Multi-Melta, Assault Cannon or Typhoon Missile Launcher.

Fly

Ravenwing Land Speeders can fly.

Abilities

Jink: A Ravenwing Land Speeder Squadron may re-roll any failed Save.

Multi-melta: If a Multi-melta hits a unit, it will cause D6 Mortal Wounds. If it attacks a target that is within half its Range, then the Mortal Wounds caused are doubled.

Scouting: Instead of setting up this unit on the battlefield, you can place it to one side and say it is infiltrating. In any of your movement phases, you can move the unit onto the battlefield from any table edge.

KEYWORDS: ADEPTUS ASTARTES, IMPERIUM OF MAN, DARK ANGELS, VEHICLE, RAVENWING, LAND SPEEDER

Razorback

The Razorback is heavily armed variant of the Rhino troop transport that sacrifices a portion of its transport capacity for turret-mounted armament, normally a twin-linked lascannon or heavy bolter.

Move	12"
Wounds	8
Save	3+
Bravery	8

Missile Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Heavy Bolter	36"	6	4+	4+	-	2
Heavy Flamer	8"	1	3+	5+	-	2D6
Assault Cannon	48"	8	4+	2+	-2	D6
Lascannon	48"	2	4+	2+	-2	D6

Description

A Razorback is a single model. It is armed with a Heavy Bolter. Some Razorbacks swap their Heavy Bolter for an Assault Cannon, Heavy Flamer or Lascannon.

Abilities

Heavy Armour: The Razorback ignores all damage from weapons that have Rend -.

Transport: A friendly ADEPTUS ASTARTES unit may enter the Razorback if all of the models of the unit are within 6" of it at the start of their movement phase, or they may start the battle inside the Razorback. Remove the unit from the battlefield and place it to one side. The Razorback may not move at all in the same turn a unit embarks upon it.

A unit inside a Razorback may not make any attacks or be attacked. One HERO and one other unit may use the Razorback as a transport so long as the number of models do not number more than 6. BULKY or VEHICLE models may not enter the Razorback.

A unit inside a Razorback can exit it in a future movement phase. To do so, set it up so all models from the unit are within 6" of the Razorback and more than 3" away from any enemy models. The Razorback may not move at all in the same turn a unit disembarks from it.

KEYWORDS: ADEPTUS ASTARTES, IMPERIUM OF MAN, RAZORBACK, DARK ANGELS, TRANSPORT, TANK, VEHICLE

Rhino

Rhino armoured troop carriers are the mainstay of every Space Marine Chapter's vehicle pool. With an optimal balance of armour, transport capacity and manoeuvrability, the Rhino allows the Space Marine to swiftly redeploy, rush squads into positions of strategic advantage or conduct surgical strikes on the enemy line.

Move	12"
Wounds	8
Save	3+
Bravery	8

Missile Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Storm Bolter	24"	2	3+	4+	-	1

Description

A Rhino is a single model. It is armed with a Storm Bolter.

Abilities

Heavy Armour: The Rhino ignores all damage from weapons that have Rend -.

Repair: If a Rhino loses its last Wound, roll a dice. On the roll of a 6+, the Rhino ignores this damage and is kept on the table with one Wound left.

Transport: A friendly ADEPTUS ASTARTES unit may enter the Rhino if all of the models of the unit are within 6" of it at the start of their movement phase, or they may start the battle inside the Rhino. Remove the unit from the battlefield and place it to one side. The Rhino may not move at all in the same turn a unit embarks upon it.

A unit inside a Rhino may not make any attacks or be attacked. One HERO and one other unit may use the Rhino as a transport so long as the number of models do not number more than 10. BULKY or VEHICLE models may not enter the Rhino.

A unit inside a Rhino can exit it in a future movement phase. To do so, set it up so all models from the unit are within 6" of the Rhino and more than 3" away from any enemy models. The Rhino may not move at all in the same turn a unit disembarks from it.

KEYWORDS: ADEPTUS ASTARTES, IMPERIUM OF MAN, RHINO, DARK ANGELS, TRANSPORT, TANK, VEHICLE

Scout Squad

Scout squads are the vanguard of a Space Marine army. Infiltrating behind enemy lines they sow disruption and secure vital strongpoints. Only once a Scout has proven his courage and skill at arms in a Chapter's Scout Company is he elevated to the rank of battle brother, and inducted into one of the Chapter's Battle Companies.

Move	5"
Wounds	1
Save	5+
Bravery	8

Missile Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Bolter	24"	2	4+	4+	-	1
Bolt Pistol	12"	1	4+	4+	-	1
Shotgun	12"	2	3+	4+	-	1
Sniper Rifle	36"	1	3+	4+	-	1
Heavy Bolter	36"	3	4+	4+	-	2
Missile Launcher	48"	1	3+	4+	-1	D6
Melee Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Combat Knife	1"	1	4+	4+	-	1
Power Fist	1"	1	5+	*	*	*
Power Weapon	1"	1	4+	3+	-1	1

Description

A Scout Squad has between 5 and 10 models. All Scouts are armed with a Bolter. Any Scout may replace his Bolter with a Shotgun, Sniper Rifle or Bolt Pistol and Combat Knife. One Scout may be armed with a Heavy Bolter or Missile Launcher instead of a Bolter. Some Sergeants swap their Combat Knife for a Power Fist or Power Weapon. Some units of Scouts use Camo Cloaks.

Sergeant

The leader of this unit is a Sergeant. A Sergeant makes 2 attacks with his melee weapons rather than 1 and has 2 Wounds.

Abilities

Scouting: Instead of setting up this unit on the battlefield, you can place it to one side and say it is infiltrating. In any of your movement phases, you can move the unit onto the battlefield from any table edge.

Camo Cloaks: If this unit is equipped with Camo Cloaks, you can re-roll save rolls of 1 during the shooting phase.

Power Fist: If a power fist successfully hits a unit, it will cause D3 Mortal Wounds.

Rapid Fire: If the Scout Squad does not move, each model may make an extra attack with its Bolter.

KEYWORDS: ADEPTUS ASTARTES, IMPERIUM OF MAN, DARK ANGELS, SCOUT

Tactical Squad

Tactical Squads are the backbone of any Space Marine army. They hold ground; provide fire support and charge into bloody melees, as the ever-changing theatre of war dictates.

Move	5"
Wounds	2
Save	4+
Bravery	8

Missile Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Bolter	24"	2	4+	4+	-	1
Flamer	8"	1	3+	5+	-	D6
Grav-gun	18"	2	4+	4+	-	1
Meltagun	12"	1	4+	*	*	*
Plasma Gun	24"	2	4+	3+	-1	1
Grav-cannon	36"	3	4+	4+	-	1
Heavy Bolter	36"	3	4+	4+	-	2
Lascannon	48"	1	4+	2+	-2	D6
Missile Launcher	48"	1	3+	4+	-1	D6
Multi-melta	24"	1	4+	*	*	*
Plasma Cannon	36"	3	4+	3+	-1	2
Melee Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Combat Knife	1"	1	4+	4+	-	1
Power Fist	1"	1	5+	*	*	*
Power Weapon	1"	1	4+	3+	-1	1

Description

A Tactical Squad has between 5 and 10 models. All Tactical Squad Marines are armed with a Bolter and Combat Knife. One Marine may be armed with a Flamer, Grav-gun, Meltagun, or Plasma Gun instead of a Bolter. 1 Marine in every 10 may be armed with a Grav-cannon, Heavy Bolter, Lascannon, Missile Launcher, Multi-melta, or a Plasma Cannon instead of a Bolter. Some Sergeants swap their Combat Knife for a Power Fist or Power Weapon.

Sergeant

The leader of this unit is a Sergeant. A Sergeant makes 2 attacks with his melee weapons rather than 1.

Abilities

Grav-gun/Grav-cannon: If a grav-gun or grav-cannon hits a unit, the unit will suffer Wounds if they *succeed* in their Saves rather than if they fail. If they fail a Save against a grav-gun or grav-cannon, they will not lose a Wound.

Meltagun/Multi-melta: If a meltagun hits a unit, it will cause D3 Mortal Wounds. If a Multi-melta hits a unit, it will cause D6 Mortal Wounds. If either weapon attacks a target that is within half its Range, then the Mortal Wounds caused are doubled.

Plasma Gun/Plasma Cannon: If a plasma gun or plasma cannon rolls a 1 To Hit, the unit firing it suffers a Mortal Wound.

Power Fist: If a power fist successfully hits a unit, it will cause D3 Mortal Wounds.

Rapid Fire: If the Tactical Squad does not move, each model may make an extra attack with its Bolter.

KEYWORDS: ADEPTUS ASTARTES, IMPERIUM OF MAN, DARK ANGELS, TACTICAL

