



Angels of Secrecy



A Custom Space Marine Chapter for Warhammer 40,000 by Master Bryss

Codex: Angels of Secrecy

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Semper in Secretum!

To the unwitting it appears that the Angels of Secrecy are a loyal Codex Chapter, but this is merely a facade for the Chapter's deviations. They shroud all their plans and doctrines in utmost secrecy, in order to prevent themselves from being destroyed by the Imperium they swore to protect.

Why collect Angels of Secrecy?

Although the Angels of Secrecy have many similarities to other Space Marine armies, they have subtle differences that make them a unique army to play. Their Marines are more fragile than that of other Chapters, and have shorter range basic weaponry, so more care needs to be taken of them. Their weaponry is mostly the same as Space Marines, allowing them access to incredibly destructive weapons and wargear, however gain their own unique pieces.

The most important thing about Angels of Secrecy though, is deep down they remember who they once were with full clarity and retain the exact personality and morals they had before, making them the most human of all Space Marines. As such, they can be more vulnerable than an Astartes, but at the same time more heroic and more accepted among the people.

NOTE: In order to fully use this supplement you must possess a copy of Codex: Space Marines.

Background

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Chapter Name: Angels of Secrecy

Chapter Master: Ufillbcan Bryss

Founding: 23rd Founding

Homeworld: Raxia VI

Battle Cry: Semper in Secretum! / Always in Secrecy!



Beginning- The Raxia Incident.

The Dark Angels 5th Company, led by Ufillbcan Bryss, first made planetfall on Raxia VI in a campaign to find one of the hated Fallen before the Orks that held the planet got to him first. They could not find the Fallen, but instead found a single squad of Battle Sisters of the Red Rose Convent fighting a last stand on ground where a holy shrine had once stood. Bryss and his Company fought valiantly to protect the remaining Sisters, but eventually the last one fell.

But as she fell, she ascended on wings of fire and blood, carrying an ornate spear in her hand, and she set about the remaining Orks, whose attacks seemed not to faze her. The Orks were disheartened as none of them seemed to be able to defeat her.

After the battle she addressed the stunned Battle Brothers, and called herself Sky, Angel of Secrecy, and bade Bryss and his Company to follow her to eventual victory.

Convinced that Sky was a manifestation of the Emperor's plan for him, Bryss agreed to this, and the Company made its way to the main camp of Orks. Once they had reached it, it became clear that a frontal attack would be too risky, and so they opted to attack at night.

The Company split in half, one half circled the camp to attack from the other side, and one attacked from where they were. To avoid being seen, Sky opted to remain behind, and moved further away so that she could not be seen.

The Orks only became fully aware of the attack after the sentries were killed and the sound of heavy weapons began to fill the air. They scrambled for their weapons, only to instead find themselves gazing into the muzzle of a boltgun. In the end the Orks attacked the Marines with their bare hands, and the ambush devolved into a large-scale fistfight. In the end the Orks could not penetrate the thick armour of the Marines, and were slaughtered to a man.

After this heroic act, they searched for Sky, but were unable to find her. They returned to the Chapter empty-handed, but some brothers, including Bryss' blood brother Laryss, received honours for their actions against the Orks. Many brothers were interrogated as to the exact nature of the being that assisted them, but no taint could be found.

The Founding

Shortly afterwards the High Lords of Terra declared a new Founding of Space Marines. Chapter Master Azrael was petitioned by Bryss to mentor a Chapter created with Dark Angel gene-seed. The survivors of the Raxia Incident leapt at the chance to mentor a new Chapter, and Bryss became a Chapter Master, naming the Chapter the Angels of Secrecy, and took his recruits to Raxia VI to establish a base, appointing his brother Laryss as Company Master of the 1st Company. Although there was a minor conflict with the Ecclesiarchy on building their Fortress Monastery on ground where shrines once stood, they relented on the understanding that Bryss would have to cleanse the rest of the planet of Orks before it could be declared suitable to live on.

They gained governance of Raxia VI after a ten-year campaign with assistance from their parent Chapter, and later liberated the nearby planets from Orks, gaining governance of them all.

Second Meeting

It was when the Angels were deployed to the Eastern Fringe that they encountered their Angel again. They fought against rebel humans and Kroot Mercenaries on the frontier world of New Dawning, and found that the Gue'La forces there were led by a flame-winged figure who had managed to surpass even the Ethereal Caste as a supreme leader, after the Ethereal who had ruled the planet was killed by a sniper. The Angels, led by Master Bryss, sought out this mighty general, and at last, Bryss and Sky met again.

The battle was immediately abandoned, as Sky led Bryss to a secret location to discuss plans for the future. When Bryss returned to his brothers, he was a changed man. He explained in private to his brother what he had seen, and Laryss changed too. The pair, carrying the ornate spear Sky had bestowed to them, instructed the Chapter on new reforms.

Laryss became High Governor of the Raxia System, a rank that surpassed even the 1st company Captain. Bryss researched the Heresy-era implants older Dark Angels had used, with assistance from an Inquisitor, Cassius Remy, who it seems had also encountered Sky, and strengthened and modified them.

The result was that a typical Angel of Secrecy had all the power of a Space Marine, and also, due to Bryss' abolition of hypno-doctrination, retained and recalled their original memories and personalities. In addition, some recruits were secretly taken from various places and trained as the Secret Guard, who guard the secret that is their very existence. It is suggested as least 100 such Guard exist, and they are said to be one of the most powerful secret armies in the entire Imperium. Should the Chapter's deviations be discovered, they will reveal themselves as a powerful force to be reckoned with, but for now the majority remain in hiding.

Timeline

857. M37: The Raxia VI Massacre.

M38: Founding of the Chapter

011. M38: The Raxia system is near- completely liberated of Orks. Raxia II is left untouched due to rumoured encounters of strange metal warriors.

154. M38: The Angels of Secrecy encounter Sky on New Dawning.

155. M38: The Reformation. Chapter doctrine changes heavily.

977997. M41: Tau Third Phase Expansion resumes. Angels of Secrecy fight near the front, although it is unclear whose side they are on.

Daily Rituals

0400 - Morning Prayer - Led by the Company Chaplain the Space Marines renew their oaths to the Emperor and the company relics are displayed. This time is also used to give out orders, announcements and other administrative tasks.

0430 - Morning Firing Rites - The Space Marines engage in target practice with their personal and squad weaponry, awards and punishments are dispensed for consistently good or poor accuracy respectively.

0630 - Battle Practice - Generally this is close quarters oriented, however live fire or hazardous environment training may be done instead (or as well).

1100- Free Time. At this point Marines can do whatever they like, and may report to the Apothecary.

1200 - Midday Prayer – The Space Marines pray again.

1230 - Midday Meal

1300 - Tactical Indoctrination - This can take many forms, from information on a new alien species, technology or strategy. A debrief of the morning's battle is common as well.

1400 - Battle Practice - This focuses more on combined tactics in conjunction with vehicles, Dreadnoughts and devastator squads and normally includes a trial of a new tactic introduced during the tactical indoctrination.

1800 - Evening Prayer – This is the shortest prayer of the day, but is often skipped as Bryss believes prayer to be a waste of time, and that his men shouldn't need any divine help.

1815 - Evening Meal - A feast (by normal human standards) is provided by the Chapter serfs, and alcohol can be consumed.

1900- Free Time. Although initially all of this free time can make the Chapter seem lax, it is often used by Marines to organise firing competitions, usually with a horrible forfeit for the loser. Weapon maintenance must also be done in this time.

2100- Night Firing Exercises. This may be replaced with Hazard Training, in which the Chapter deliberately awakens some of the Necrons on Raxia II in order for the Chapter to learn how to fight them.

2345 - Free Time - Space Marines are permitted this time to do a little personal reading before rest period, usually with a text from the Chapter's personal store.

0000 - Rest Period - Space Marines are given 4 hours in which to sleep.

The Raxia System

The Raxia system consists of seven planets, of which six share the name Raxia with an appropriate number depending on how close the planet is to the system's only sun. The seventh planet in the system is the forge world of D'Angelus, where the Cleaver and the Chapter's bolters are made. It is to here that aspiring Techmarines will travel after training on Mars so that they may learn the workings and maintenance of these unique weapons.

Five of the planets Raxia are Death Worlds, however much of the foliage of Raxia VI was destroyed by anti-plant barrages to make way for the Chapter's Fortress Monastery. Raxia VI also hosts the largest cities in the system and the main barracks of the Raxian PDF. The other Death Worlds have no large clusters of civilisation, but instead there are many small villages located in clearings, where it is safest. The forests of these worlds hold many dangers within them, but the inhabitants have learned to cope, even managing to trek deep into the jungles to extract the sweet honeys that the less dangerous plants produce. Raxian honey is one of the chief exports of the system and it can fetch a high price among nobles from off-world.

Raxia II was also once such a world, but that changed when living metal constructs, now identified as Necrons, began to walk on the surface and strip the planet bare of any sort of life. The only groups that dare to land on its surface are Explorator fleets with a high number of tech-guard and the Chapter itself, when on one of its infamous Hazard Training exercises, where they will deliberately rouse the Necrons and then either push them back to their crypts or send prisoners to fight them, usually other breeds of xenos, to see how they manage to cope. It has long been a dream of the Chapter to send live Tyranids to the crypts but this task has so far proved impossible.

Hazard Training is relatively rare however as it can often result in large protracted combat using up Chapter resources. It must be done however, simply to prove the Chapter does indeed know no fear.

The D'Angelus Boltgun

Whereas most chapters favour a fire-and-movement approach to firefights, alternating static and mobile elements of a fire team, the Angels of Secrecy prefer to strike in a single overwhelming attack that translates smoothly from fire on the move to close assault. Accordingly, it is not uncommon for the chapter's warriors to lavish upon their faithful boltguns extra targeters that tie the weapons more closely to their helmet autosenses or hard-wired bionics, micro-suspensor units to steady the weapon in any firing stance, simple short-range laser designators, or other such small honours that suit the bolter for the chapter's rapid shock tactics. Over time, these small personal touches became so common within the chapter that they almost constituted a new pattern of boltgun and so the Chapter Master ordered the Forge World of D'Angelus to produce these so-called 'D-Angelus Bolters' in this way.

ARMY SPECIAL RULES

And They Shall Know No Fear: Space Marines always pass tests to regroup, and may always take these tests, even if under half-strength, although all other requirements apply.

If Space Marines are caught in a Sweeping Advance, they will not be killed but will continue to fight normally, but that turn they suffer wounds as per the No Retreat! rule.

Combat Squads: Ten man squads of Space Marines may split into two five-man squads. This decision is made when the unit deploys, or when the unit disembarks from a Drop Pod.

The following units may split into combat squads:

- Secret Keeper Veteran squads
- Secret Scout squads
- Scout Biker squads
- Secret Marine squads
- Mindless squads
- Assault Marine squads
- Bike squads (attached attack bike counts as two models for this purpose)
- Devastator squads

All Universal Special Rules are as they are in the Codex

Secret Planning: Angels of Secrecy never allow anyone but them to see their battle plans, only allowing the enemy to react at the last possible moment.

The Angel of Secrecy player withholds information about what is in his/her army list for the first game turn. You must reveal your list during Turn 2. You must write down what units are in what transports before deployment so that you may not switch units between transports to suit you.

UNITS

HQ:

Uflbcan Bryss, Acting Chapter Master of the Angels of Secrecy

Uflbcan Bryss has led the Chapter from the day of its Founding, and constantly strives to keep the Chapter on the correct side of the Imperium. It is Bryss who started the Chapter on its current course, and who fought with Sky. It is Bryss that founded the Secret Guard and who researched the Heresy-era implants, while at the same time perfecting the gene-seed of the Mindless.

On the battlefield, Bryss can be seen at the very front of the army, orchestrating endless secret agendas and taking the fight to the enemy with either his own personally maintained warhammer or the spear entrusted to him by Sky. It is said by many that Sky gave Bryss immortality, as not even the most horrendous of injuries will stop him from going back to war, and he shows no signs of ageing at all despite hundreds of years of service.



Cost: 250 points

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4(5)	4	4	5	4	10	2+

Unit: 1 (unique)

Unit Type: Infantry

Wargear:

- *Blaze of Faith*
- *Skyhammer*
- Melta-bombs
- Artificer Armour
- Frag and Krak Grenades
- Iron Halo

Blaze of Faith: This is Bryss' lovingly crafted personal heraldry and weapon, which recently received an overhaul to convert it to D'Angelus pattern. It is a Combi-Bolter (D'Angelus pattern)-Meltagun.

Skyhammer: This weapon is seen as a thunder hammer by an untrained eye, but it is actually light enough to use with other weapons. It is a master-crafted power weapon that increases Bryss' Strength to 5. Enemies wounded by Skyhammer are reduced to I1 the next time they attack.

Spear of Dying Moments: Sky's signature weapon, gifted to Bryss for his loyalty. It is a master crafted Relic Blade that causes Instant Death when it inflicts a wound.

Rules:

- And They Shall Know No Fear
- Independent Character
- *Orbital Bombardment*
- Eternal Warrior
- *Never Say Die*

Never Say Die: Should Bryss be killed, put him on his side at the place he fell. During your next Movement Phase Bryss stands up with 1 Wound on a roll of 3+ and acts as normal that turn. If he is within 1" of an enemy model, place him in close combat with the enemy, with no bonus for charging. This ability can only be used once, and Bryss does not concede a Kill Point until he is killed for good.

Orbital Bombardment: Bryss is capable of calling down air support. Once per game, if Bryss does not move he may initiate an Orbital Bombardment instead of shooting normally. This attack is not affected by Bryss' BS and he may still assault that turn:

Range	S	AP	Type
X	10	1	Ordnance 1, Barrage

The Lord of the Mindless

Of the ten Company Masters of the Angels of Secrecy, all but one are typical Angels. However, for the sake of appearance it was decided to appoint one Master as a Mindless. As such, the Master of 5th Company is dubbed Lord of the Mindless.

The Lord of the Mindless has the typical devotion and fanaticism of a Mindless, and is hypno-doctrinated into becoming a symbol of sheer determination and faith. He inspires his fellow Mindless to greater acts of glory, but is at the same time modest, giving all glory to the Chapter. The Angels of Secrecy are pleased with this creation of theirs.

Cost: 150 points

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	3	4	3	10	3+

Wargear:

- Power Armour
- Power Sword
- Plasma Pistol
- Melta-bombs
- Iron Halo
- Frag and Krak Grenades

Special Rules:

- And They Shall Know No Fear
- Independent Character
- *Mindless Control*
- *Mindless Company*

Mindless Control: Any unit of Mindless with line of sight to the Lord of the Mindless may re-roll their Slow and Purposeful roll, as well as any Pinning Checks they are called to make.

Mindless Company: In an army led by the Lord of the Mindless, squads of Mindless Marines lose the Leave Not the Mindless Unattended rule.

Ryssian the Swordbearer

Ryssian the Swordbearer is both leader of the Secret Guard and wielder of the Sword of Secret Majesty, both a potent weapon and his badge of office.

It is Ryssian who assigns missions to and organises the Secret Guard, and if the situation is grave enough he may take to battle himself. He sits at the right hand side of Bryss in Chapter Councils, as he should considering his importance to the Chapter. Should the High Lords find out about the Secret Guard, the Chapter will be forced to flee into the Tau Empire and recruitment will become near impossible.

Ryssian may be bought as a HQ choice for 150 points, and is an Independent Character.

WS	BS	S	T	W	I	A	Ld	Sv
6	4	3(5)	4	3	6	3	10	2+

Wargear:

- *Sword of Secret Majesty*
- Bolt Pistol
- Adamantine Mantle
- D'Angelus Bolter
- Frag+ Krak grenades
- Artificer armour
- Iron Halo

Sword of Secret Majesty: This is a master-crafted relic blade (strength bonus included in profile). In addition, any model in Ryssian's squad may re-roll To Hit rolls in close combat, inspired by the presence of the blade.

Rules:

- And They Shall Know No Fear
- *Protective Stance*

Protective Stance: See the Secret Guard entry. He cannot use it to protect a squad he joins as an Independent Character.

Dragoon: Ryssian may exchange his Artificer Armour for Dragoon Armour and a Jump Pack. If bought as so, he may Deep Strike with squads of Dragoons and gains the Flight rule.



Company Master

Company Masters lead the Angels of Secrecy to battle. All but one of them are typical Angels, agile, fragile and devoted to serving the Chapter's interests, sometimes at the expense of Imperial citizens. The Chapter puts itself and the Emperor before the actual Imperium. Unlike other Chapters, Company Masters do not have titles such as Master of the Watch or Master of the Recruits. The positions are decided on a rota system, and announced at centennial Chapter Council meetings.

Company Masters lead from the front, often accompanied by a Command Squad or Secret Guard. They cannot fail to inspire their men to acts of glory, and are also prone to staying to help rebuild a world years after victory. It is this sort of behaviour that promotes the Angel's reputation of benevolent knights.

WS	BS	S	T	W	I	A	Ld	Sv
6	5	3	3	3	6	3	10	3+

Unit: 1

Unit Type: Infantry

Wargear:

- Power armour
- Close Combat weapon
- Bolt Pistol
- Iron Halo
- Frag and Krak grenades

Special Rules:

- And They Shall Know No Fear
- Independent Character

Secret Guard Squad

Secret Guard are elite bodyguards assigned to Company Masters and other persons of high rank, charged with their protection and acting as a Command Squad would in other Chapters, even carrying a Company Standard at times. The Guard are recruited from people who have shown incredible bravery in battle. These people have their own death faked involuntarily and then are taken away to receive the implants. These Guards could be any age, as the pre-heresy implants would originally have worked on aspirants young and old. As such, these men should not exist, and hence must guard the secret that they are still alive, by simply not dying in battle. The armour and weapons carried by Secret Guard make them resemble Grey Knights in appearance, a deliberate decision by Bryss, who had seen first hand the Knights in battle while he was a Dark Angel, to make the Guard appear more intimidating. The artificer armour they wear is modified to provide additional protection in the same way as the Chapter's suits of Terminator armour, making them truly the ultimate bodyguard.

For every Company Master in your army you may take either one Command Squad or one squad of Secret Guard as a Retinue. This unit does not use up a HQ slot.

Cost: 120 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	3(5)	4	1	5	2	10	2+

Unit: 3-10 Secret Guard

Unit Type: Infantry

Wargear:

- Artificer armour
- Frag and krak grenades
- D'Angelus Bolter
- Relic Blade

Special Rules:

- And They Shall Know No Fear
- *Protective Stance*

Protective Stance: The sole charge of a Secret Guard is to protect their leader, and their fighting style is based on this. When fighting in combat, the Guard may fight normally, or defensively. If they fight defensively the entire squad gains +1T, but the Guard's base Attacks are reduced to 1. They cannot do this on the charge.

Transport: May select a Drop Pod, Rhino or Razorback (see Transport for points costs)

Chaplain

Chaplains of the Angels of Secrecy preach the word of Sky, and act as both advisor and psychiatrist to every Marine of the Chapter. It is Chaplains also that assign the Mindless to their assignments, as they will devoutly follow any order give to them by such an inspiring religious preacher.

A Chaplain will often stand at the head of a Chapter strike force to inspire their men and co-ordinate the actions of the Mindless. Without these men the Chapter would surely have a harder time in hiding their deviances.

Cost: 90 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	3	3	2	6	2	10	3+

Unit: 1

Unit Type: Infantry

Wargear:

- Power armour
- Crozius Arcanum (power weapon)
- Bolt Pistol
- Rosarius
- Frag and Krak grenades

Special Rules:

- And They Shall Know No Fear
- Independent Character
- *Honour of the Chapter*

- *Litanies of Hate*

Honour of the Chapter: Chaplains, and any squad they join, are Fearless.

Litanies of Hate: On the turn the Chaplain assaults, he, and any member of his squad, may re-roll any To Hit rolls.



Librarian

As with other Chapters, the Angels of Secrecy maintain a strong Librarium, staffed by powerful Psykers. The Librarians of the Chapter mainly develop telepathic powers, although some are known to have more offensive abilities. The most common of these abilities is the power to read minds, which assists the Chapter both on and off of the battlefield in divulging the secrets of the enemy.

Librarians are mainly fielded alongside an Inquisitorial strike team or against the alien Eldar, who have many secrets the Chapter wishes to know. They also play a prominent role in research of the mysterious Ethereal caste, perhaps wishing to learn the ancient skill of mind control, long forgotten by many.

Cost: 90 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	3	3	2	6	2	10	3+

Unit: 1

Unit Type: Infantry

Wargear:

- Power armour
- Force Weapon
- Bolt Pistol
- Frag and krak grenades
- *Psychic Hood*

Psychic Hood: If an enemy model passes a Psychic test within 24" of a Librarian, you may try to nullify the power with the Hood. Both players roll a D6 and add the Leadership of their respective models. If the Librarian scores higher, the power cannot be used. Only one Hood can be used per power.

Special Rules:

- And They Shall Know No Fear
- Independent Character
- Psyker

Epistolary: An Epistolary may use two psychic powers per turn.

Angels of Secrecy Psychic Powers

Storm of the Emperor's Wrath: *The Librarian unleashes a swirling maelstrom of sheer power.*

This is a psychic shooting attack with the following profile:

Range	S	AP	Type
12"	4	2	Assault 1, Blast

Fury of the Ancients: *The Librarian summons a powerful fire-beast that charges forward, leaving only ruins in its wake.*

This is a psychic shooting attack. Draw a thin straight line from the Librarian to any board edge. Any enemy unit hit by the line takes D3 S5, AP- hits, and must take a Pinning Check. If the line hits an allied unit or a unit in combat, the line ends there.

Force Dome: *The Librarian conjures a barrier that protects against even the mightiest attack.*

This power is activated in the Librarian's Shooting Phase. The Librarian and his squad gain a 5+ Invulnerable Save.

Gate of Infinity: *The Librarian opens a pathway through the Warp, travelling a great distance in but seconds.*

This power is activated at the start of the Librarian's Movement Phase. The Librarian and any unit he has joined are removed from the table and then placed back on at any point within 24" of their starting location using the Deep Strike rules. If a double is rolled for Scatter distance and the Librarian is with a unit, one model from the unit is claimed by the Warp and removed as a casualty.

Shutdown: *The Librarian causes a resonating howl to be heard by a nearby Machine Spirit, rendering it near useless or permanently damaging it.*

This is a psychic shooting attack that automatically hits an enemy vehicle within 12". The vehicle immediately suffers D3 Glancing Hits. If a 6 is rolled to determine the number of hits, the vehicle suffers a Penetrating Hit instead.

Read Minds: *In an instant the Librarian can see how the foe will move and how to penetrate their guard.*

This power is activated in either player's Assault Phase. The Librarian will hit any foe with a WS value on a 2+ that turn, and any attacks directed against the Librarian only hit on a roll of 6. In addition, the Librarian gains the Counter-Attack and Furious Charge rules.

Shatter Soul: *The Librarian seizes the soul of the foe in his Warp-grip, and crushes it utterly.*

This is a psychic shooting attack that automatically hits a single enemy non-vehicle model within 12", with no line of sight required. Both players roll a D6 and add the Leadership of their respective models to the score. For every point the Librarian wins by, the enemy model suffers an AP2 Wound.



Troops

Tactical Squad

Tactical Squads are the backbone of the Chapter's armies, but the similarities between them and other Chapters ends there. Secret Marines benefit from increased agility at the expense of resilience and physical strength. As with all Chapter equipment, their weapons and armour are made on the Forge World of D'Angelus, and the bolter carried by a Tactical Marine is more suited to firing on the move, at the expense of range. These modifications also enhance the suitability of these Marines to the missions they will be expected to perform.

Cost: 85 points

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant	4	4	3	3	1	5	2	9	3+
Secret	4	4	3	3	1	5	1	8	3+

Marine

Unit: Sergeant and 4 Marines

Unit type: Infantry

Wargear:

- D'Angelus Bolter
- Bolt Pistol
- Power armour

- Frag and Krak grenades

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- **Transport:** May select a Drop Pod, Rhino or Razorback (see Transport for points costs)

Mindless Squad

The beings known as the Mindless are created in order to avoid the Chapter's true gene-seed from being discovered. They are recruited from young criminals from the Raxia system and from heretics who succumb to the Greater Good, and are given pure, uncorrupted Dark Angel gene-seed saved by Bryss for such a practise. This allows the Mindless to stand and act like a normal Marine, which is exactly what the Administratum believe the entire Chapter is, as it is this gene-seed that is submitted as a tithe.

However, unlike regular Chapter members, the Mindless are hypno-doctrinated into becoming Imperial fanatics, who think of the Primarch and the Emperor and nothing else. This intensive therapy often damages their brain and so the reflexes of a Mindless are often slower than normal Marines.

The hypnotherapy of the Mindless also prevents them from seeing their more deviant Brothers as such; instead they believe their entire Chapter to be as pure as they are. However, this does not stop most Company Masters from deploying these warriors as far away from their regular troops as possible.

Cost: 95 points

	WS	BS	S	T	W	I	A	Ld	Sv
Mindless	4	4	4	4	1	3	2	10	3+
Sergeant									
Mindless	4	4	4	4	1	3	1	9	3+

Unit: Sergeant and 4 Mindless

Unit type: Infantry

Wargear:

- Bolter
- Bolt Pistol
- Power armour
- Frag and Krak grenades

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Stubborn
- Slow and Purposeful
- *Leave Not the Mindless Unattended*

Leave Not the Mindless Unattended: Chapter doctrine states that the Mindless' occasional stupidity will leave the Chapter vulnerable to Excommunication if it is not kept in check. You may only include one squad of Mindless in your army for every unit of Tactical Marines taken.

- **Transport:** May select a Drop Pod, Rhino or Razorback (see Transport for points costs)

Scout Squad

The Angels of Secrecy maintain a Scout Company, although it will only be made up of aspiring Secret Marines, and never the Mindless. These Scouts are given much more training before they are allowed to enter battle, and may only fight if they can shoot or hold a blade as well as a normal Marine.

Scouts are used as a reconnaissance force in the same manner as they were when the Chapter followed the Codex. Angel Scout Sergeants may also serve as assassins, stalking a target for days and then striking to eliminate the target. They put their skills to great use when leading a squad to boost its overall potential.

Scout Squads will also sometimes be given a lighter version of a Space Marine Bike, with which to better scout ahead.

Cost: 40 points

	WS	BS	S	T	W	I	A	Ld	Sv
Scout	4	4	3	3	1	5	2	9	4+
Sergeant									
Scout	3(4)	3(4)	3	3	1	4	1	8	4+

Unit: Sergeant and 2 Scouts

Unit type: Infantry

Wargear:

- D'Angelus Bolter
- Bolt Pistol
- Carapace armour
- Frag and Krak grenades

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Infiltrate
- Scout
- Move Through Cover
- *One or the Other*
- *Assassin*

One or the Other: Scouts come to battle only if they are practised with the blade or the bolter. You must choose whether all of the Scouts in the unit have WS4 or BS4. You may not choose both.

Assassin: All Scout Sergeants are also trained as assassins. A Scout Sergeant must have one of the following skills:

Marksman: The Sergeant's weapon counts as twin-linked.

Head-hunter: The Sergeant's combat attacks are rerolled Enemy rule but must direct his close combat attacks against an enemy Independent Character if he is in base contact with one.

Poisoner: The Sergeants shooting AND combat attacks are Poisoned (4+)

Dedicated Transports

Rhino, Razorback, Drop Pod

The Rhino remains the typical transportation vehicle of the Chapter due to its reliability and ubiquitous nature, although the Razorback is often used as a support vehicle due to the Chapter's lack of Predator and Vindicator tanks and the relative rareness of the Cleaver. Drop Pod assaults are still a common Chapter Tactic, made even more potent by the firepower the Angels can use to cleanse the foe.

	Cost	Front	Side	Rear	BS	Capacity	Type
Rhino	35	11	11	10	4	10	Tank

Razorback	45	11	11	10	4	6	Tank
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Drop Pod	35	12	12	12	4	12	Open-Topped
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Fire and Access Points (Rhino and Razorback): Two fire points, access by back ramp or side doors.

None of these transports can carry Terminators

A Drop Pod may carry 1 Dreadnought of any type.

Rhinos and Razorbacks are Tanks, Drop Pod is Open-Topped

Weapons:

- (Drop Pod and Rhino only): Storm Bolter
- (Razorback only): Twin-linked Heavy Bolter
- Smoke Launchers (Rhino and Razorback only)
- Searchlight (Rhino and Razorback only)

Special Rules:

- Secret Planning
- *Repair* (Rhino only)
- *Immobile* (Drop Pod only)
- *Drop Pod Assault* (Drop Pod only)
- *Guidance System* (Drop Pod only)

Repair: If a Rhino is Immobilised, it may attempt to self-repair instead of shoot in the Shooting Phase. Roll a D6. On a 6, the Rhino is no longer Immobilised.

Immobile: Once a Drop Pod has entered play, it cannot move.

Drop Pod Assault: Drop Pods always enter play by Deep Strike. At the beginning of your first turn you may select half of your Drop Pods (rounding up) to Deep Strike in that turn. The rest of your Drop Pods come in by the normal rules for Deep Strike. The Drop Pod and passengers counts as having moved on the turn it arrives, and units in the Pod must immediately disembark once it enters play. Units entering play by Drop Pod may not assault on the turn they Deep Strike.

Guidance System: If a Drop Pod's Scatter move would cause a Deep Strike Mishap, reduce the distance scattered by the minimum distance needed to avoid this.



Elites

Secret Keeper Veterans

The Chapter's 1st Company is known as the Secret Keepers, as they are charged with the protection of hidden knowledge gleamed both from within the Chapter and from other sources. It is noted these Keepers serve both the roles of Sternguard and Vanguard Veterans, although the Vanguard of the Chapter is said to be either the Secret Guard or the Dragoons.

Note: Secret Keeper Veterans with jump packs are a Fast Attack choice and not an Elites choice.

Cost: 120 points

	WS	BS	S	T	W	I	A
Sergeant	4	4	3	3	1	5	2
Veteran	4	4	3	3	1	5	2

Unit: Sergeant and 4 Veterans

Unit type: Infantry

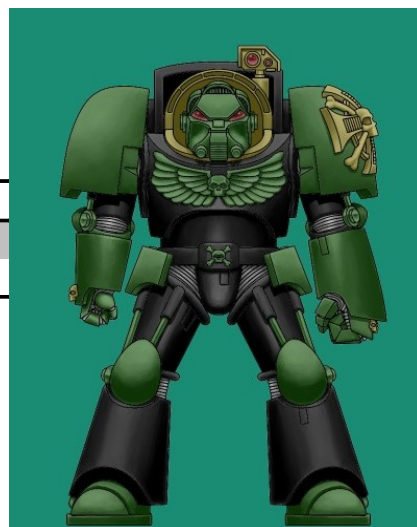
Wargear:

- D'Angelus Bolter with *special issue ammunition*
- Bolt Pistol
- Power armour
- Frag and Krak grenades

Special issue ammunition: When shooting with the squad's bolters, you may fire with either the profile of a normal D'Angelus Bolter, or one of the following profiles: **Dragonfire Bolts**, **Kraken Bolts**, **Vengeance Rounds**, **Hellfire Rounds**. See the Weapon summary for profiles.

Special Rules:

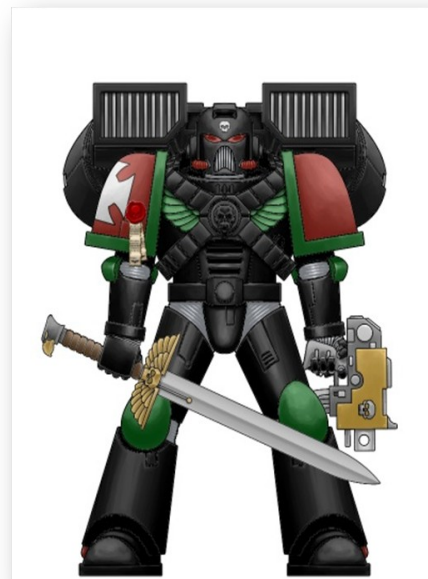
- And They Shall Know No Fear
- Combat Squads
- **Transport:** May select a Drop Pod, Rhino or Razorback (see Transport for points costs)



Terminator Squad

A Marine of the Angels of Secrecy in Tactical Dreadnought, or Terminator, Armour is no different to a regular Terminator, as the benefits and losses suffered by Secret Marines are balanced out. They are made less fragile by the thick plating of the armour but at the same time are made more cumbersome by its sheer weight.

Angel Terminators may choose to go to war with both powerful ranged weapons complemented by the power fist, or with mighty hammers and shields, or a pair of wicked claws designed to tear the enemy apart.



Cost: 200 points

	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	4	4	4	4	1	4	2	9	2+
Sergeant									
Terminator	4	4	4	4	1	4	2	9	2+

Unit: Sergeant and 4 Terminators

Unit type: Infantry

Wargear:

- Storm Bolter
- Power Fist
- Terminator Armour

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- **Transport:** One squad of Terminators in the army may select a Land Raider of any type as a Dedicated Transport (see Heavy Support section for cost)

Techmarine

Techmarines are responsible for maintaining the Chapter's vehicles and guarding the plans for the Cleaver Battle Tank. Unlike in most Chapters, Techmarines come across as likeable people, probably due to the Chapter's history of tinkering with their weapons. Often a Marine will show a Techmarine a new modification to gain respect and to boost his knowledge. They are often accompanied by Servitors, made from either failed neophytes or from Mindless that have been crippled in battle.

Cost: 70 points

	WS	BS	S	T	W	I	A	Ld	Sv
Techmarine	4	4	3	3	2	5	2	9	3+
Servitor	3	3	3	3	1	3	1	8	4+

Unit: 1 Techmarine

Unit Type: Infantry

Wargear:

- Power armour
- Power weapon
- Bolt Pistol
- Frag and Krak grenades
- *Servo-arm*

Servo-arm: A servo arm grants a bonus close combat attack made at S8 with no armour save allowed.

Servo Harness: A servo harness gives the Techmarine the following:

- ❖ Artificer Armour
- ❖ Unmodified Toughness of 4.
- ❖ Plasma cutter (twin linked plasma pistol that has no effect in combat)
- ❖ Flamer
- ❖ Another servo-arm.

A Techmarine with a servo harness can fire two weapons in the Shooting Phase.

Special Rules:

- And They Shall Know No Fear
- Independent Character
- *Blessing of the Omnissiah*
- *Bolster Defences*

Blessing of the Omnissiah: A Techmarine may attempt to repair a vehicle if he is within 1" of one during the Movement Phase. Roll a D6 and add +1 to the score for every servo-arm in the unit other than the one the Techmarine has by default. On a roll of 5+ a single Weapon Destroyed or Immobilised result may be repaired. He cannot repair if he has Gone to Ground or is falling back.

Bolster Defences: When you deploy, nominate one ruin in your deployment zone for every Techmarine in the army to be bolstered. A bolstered ruin grants a 3+ Cover Save.

Dreadnoughts

When an Angel of Secrecy is crippled beyond repair, he gains immortality. A Dreadnought can have thousands of years worth of memories, and as such they have a major role in teaching neophytes battle philosophy and tactics.

On the battlefield these Dreadnoughts stride forward cutting down hordes of foes before charging into combat, swinging their arms into mobs and taking out many enemies at once.

Venerable Dreadnoughts are even greater heroes, capable of leading armies to battle and carrying dozens of age-old secrets in their minds. They have earned the respect and admiration of their battle brothers over countless centuries and there are few Marines indeed that do not owe their lives to one their Chapters' Armoured Elders. Reputed for both their linebreaking assaults and tactical acumen the Dreadnought is a warrior and leader in equal measure.

Cost: 130 points

	WS	BS	S	F	S	R	I	A
Dreadnought	4	4	6(10)	12	12	10	4	2
Venerable Dreadnought	5	5	6(10)	13	13	11	4	4

Unit: 1 Dreadnought

Unit Type: Vehicle (Walker)

Wargear:

- Multi-melta
- Dreadnought Close Combat Weapon (with built-in storm bolter)
- Smoke Launcher
- Searchlight

Special Rules:

- *Armoured Hurricane*

Armoured Hurricane: Dreadnoughts can rotate the top half of their armoured shell to swing their combat weapon in a great arc hitting numerous foes in one stroke. A Dreadnought may exchange its Attacks value for the number of models in base contact with it in the Assault Phase, but only if it has a Dreadnought Close Combat Weapon.

Venerable: A Venerable Dreadnought may re-roll any result on the Vehicle Damage Chart rolled against it. This also increases his WS and BS by 1. Dreadnoughts upgraded in this way may count as HQ choices instead of Elites.

Transport: May take a Drop Pod (see Transport section for cost).

Fast Attack

Dragoon Squad

Dragoons are the Chapter's ultimate shock troop: Secret Guard trained in the use of jump packs. Secret Guard chosen as Dragoons have minor psychic ability, and when many of them are gathered, the sheer impact of them hitting the ground can be amplified by their power, causing disruption in nearby troops and sometimes causing great fissures to open in the ground.

Dragoon armour, while resembling Power Armour, offers a level of protection similar to the carapace armour worn by Scouts, however it is very light. Combined with the light weight of Secret Marines, this allows Dragoons the power of temporary full flight, allowing them to perform their signature jump strike repeatedly.

Cost: 120 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	3(5)	3	1	5	2	10	4+

Unit: 3 Dragoons

Unit Type: Jump Infantry

Wargear:

- Dragoon Armour (carapace)
- Frag and Krak grenades
- D'Angelus Bolter
- Relic Blade

Special Rules:

- And They Shall Know No Fear
- *Psychic Tremor*
- *Flight*

Psychic Tremor: Dragoons can cause fissures and quakes wherever they land. When Dragoons Deep Strike, after rolling for scatter, every unit within 6+D3" takes D6 S4 hits, with no Cover Saves allowed. Vehicles will always be hit on their rear armour.

Flight: During any Movement Phase, if the Dragoon squad hasn't moved, they may be removed from the table and placed into Reserve. They will then Deep Strike onto the table automatically next turn.

Also, Dragoons must always enter play by Deep Strike.

Assault Squad

As well as the Dragoons, the Chapter maintains a number of standard Assault Squads in Power Armour, as Dragoon deployment is decided by Ryssian alone and so the standard jump pack troop is still the noble Assault Marine. Although they may not leap to great heights as the Dragoons do, Assault troops are still able to engage the enemy quickly and tear them open.



Cost: 90 points

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant	4	4	3	3	1	5	2	9	3+
Secret	4	4	3	3	1	5	1	8	3+

Marine

Unit: Sergeant and 4 Marines

Unit type: Infantry

Wargear:

- Close Combat Weapon
- Bolt Pistol
- Power armour
- Frag and Krak grenades
- Jump Pack

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- **Transport:** If the squad does not take Jump Packs, they may take a Rhino or Razorback for free.

Land Speeder Squadron

The Chapter's stock of Land Speeders is no different to a Codex Chapter's armoury, with the sole difference being that the Angels do not field the Typhoon pattern of Land Speeders, nor do they use the Land Speeder Storm, preferring Scouts to use bikes to recon ahead.

Tornado pattern Land Speeders are used more frequently, the twin weapons chosen will often complement each other in defeating the foe.

Cost: 50 points per model

Front	Side	Rear	BS
10	10	10	4

Unit: 1-3 Land Speeders

Unit Type: Vehicle, Fast, Skimmer

Weapons:

- Heavy Bolter

Special Rules:

- Deep Strike

Bike Squad

The Angels of Secrecy still maintain a large number of Bikes, although the Attack Bike is a relative rarity, and as such are not fielded in squadrons but will still be attached to a regular Bike squad.

As with most Angels of Secrecy boltguns, the Chapter's bikes are modified to become D'Angelus Pattern, allowing the bikes to unleash withering firepower at a greater distance than a Codex bike would. The Bike is a valuable tool of the Chapter as it greatly increases the durability of their front-line troops.

Cost: 80 points

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant	4	4	3	3(4)	1	5	2	9	3+
Biker	4	4	3	3(4)	1	5	1	8	3+

Unit: Sergeant and 2 Bikers

Unit type: Bikes

Wargear:

- Bolt Pistol
- Power armour
- Frag and Krak grenades
- Space Marine Bike with twin-linked D'Angelus bolter

Special Rules:

- And They Shall Know No Fear
- Combat Squads

Heavy Support

Devastator Squad

Devastators of the Angels of Secrecy are one of the few unit types of Secret Marine given unmodified boltguns, the better to engage the enemy with at extreme range. They have the good fortune to be placed at the very back of the battlefield, where they are less likely to be picked off by stray small arms fire. They enjoy a more diverse range of weaponry than Codex Devastators, sometimes bringing to battle weapons such as the autocannon or the Stalker Boltgun. An entire squad equipped with such weapons become deadly snipers, and many a time has a battle been ended by a Stalker shot from a Devastator before it even starts.

Cost: 80 points

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant	4	4	3	3	1	5	2	9	3+
Secret	4	4	3	3	1	5	1	8	3+

Marine

Unit: Sergeant and 4 Marines

Unit type: Infantry

Wargear:

- Bolter
- Bolt Pistol
- Power armour
- Frag and Krak grenades
- Signum (Sergeant only)

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- **Transport:** May select a Drop Pod, Rhino or Razorback (see Transport for points costs)

Leman Russ Cleaver

Rather than use the Predator or the Vindicator, the Chapter instead fields a powerful battle tank known as a Cleaver. The main role of the Cleaver's main gun is the elimination of heavy vehicles, but it can also be equipped with a myriad of weapons designed to eliminate anything.

Cleavers are a variant of the Leman Russ with a modified turret weapon that is more suited to piercing heavy armour, although the turret may be removed and replaced with a different weapon altogether, such as the Quad-Gun, an anti-air mount autocannon battery with improved shells. However, due to their weaker armour, they are not as cumbersome as their standard-pattern originator and are unsuited to the use of sponson weapons.

The Cleaver Battle Cannon may be modified to fire a shell known as a Hellfire Spread. The Hellfire Spread detonates in mid air; scattering shrapnel and deadly poison that combined are able to eliminate even the toughest of infantry.

Cost: 170 points

Front	Side	Rear	BS
13	12	10	4

Unit: 1 Cleaver

Unit Type: Vehicle, Tank

Weapons:

- Cleaver Battle Cannon
- Hull mounted Heavy Bolter

Hellfire Spread: A Cleaver Battle Cannon with Hellfire Spread shells cannot use the regular Cleaver Battle Cannon profile.

Special Rules:

- *Simultaneous Fire System*

Simultaneous Fire System: A Cleaver has a separate Machine spirit within its main weapon for ease of firing. If a Cleaver moves at combat speed you may fire the turret weapon as well as the one main weapon you may normally fire.

Whirlwind

The Chapter maintains a stock of Whirlwinds, to serve the role of long-range indirect fire. Their chief weapon has been modified in order to better destroy transport vehicles, at the expense of diversity.

Cost: 85 points

Front	Side	Rear	BS
13	12	12	4

Unit: 1 Whirlwind

Unit Type: Vehicle, Tank

Weapons:

- Whirlwind Launcher
- Smoke Launcher
- Searchlight

Heavy Razorback Squadron

Razorback squadrons are the most common armoured support the Angels of Secrecy will field due to the relative rarity of the Cleaver. These Razorbacks cannot transport passengers but they have been reinforced with extra plating and are able to field a greater plethora of heavy weapons.

Cost: 40 points per model

Front	Side	Rear	BS
12	11	10	4

Unit: 1-3 Heavy Razorbacks

Unit Type: Vehicle, Tank

Weapons:

- Twin-linked heavy bolter
- Smoke Launcher
- Searchlight

Land Raiders

The Land Raider serves two main roles; that of a heavily armoured troop carrier and that of a powerful fire platform.

The most common type of Land Raider used by the Angels of Secrecy is the Redeemer pattern, famed for its mighty Flamestorm cannons, able to flush even the most heavily armoured foes out of cover, although the standard pattern Land Raider and the Crusader pattern are still used frequently.

One Land Raider stands above all others in Chapter hierarchy, the Machine Spirit and the crew of Gui Huojin, the Chapter's first Redeemer, which has a greater kill tally than any other vehicle in Chapter records, its crew and Machine Spirit seasoned veterans. It is common to see Gui Huojin leading an armoured assault by the Chapter.

For points and options for the Land Raider and derivative types, see the Space Marine Codex. Note that all Land Raiders gain the Secret Planning Special Rule.

	F	S	R	BS
Gui Huojin	14	14	14	5

Gui Huojin

Unit: 1 (unique)

Type: Vehicle, Tank

Capacity: 12

Fire and Access Points: No fire points, access by front ramp or side doors.

Wargear:

- 2 Flamestorm Cannons
- Twin-linked Assault Cannon
- Multi-melta
- Smoke Launchers
- Searchlight
- Frag Assault Launchers
- Extra armour

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle
- *Armoured Spearhead*
- Secret Planning

Armoured Spearhead: Gui Huojin may be chosen as a Dedicated Transport for Bryss, Ryssian or a Company Master. If it is chosen as such, any unit with access to Transport options may take a Land Raider as a Dedicated Transport for the normal points cost.

Wargear

Ranged Weapon stats can be found in the Weapon summary. The effects of special Close Combat Weapons can be found in the 40k rulebook or Codex: Space Marines.

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Equipment:

Adamantine Mantle: This is an expertly made cloak that allows the bearer to treat the first Instant Death wound they suffer as a normal wound.

Combat Shield: See Codex: Space Marines.

Camo Cloak: See Codex: Space Marines.

Company Standard: See Codex: Space Marines.

Hellfire Rounds: See Codex: Space Marines.

Iron Halo, Rosarius: See Codex: Space Marines.

Jump Pack: See Codex: Space Marines.

Locator Beacon, Teleport Homer: See Codex: Space Marines.

Signum: See Codex: Space Marines.

Space Marine/Scout Bike: Models with Bikes change their unit types to Bikes and gain +1T, although not for the purposes of Instant Death. Bikes have twin-linked D'Angelus Bolters and make the user Relentless. Scout Bikes may still make Scout Moves but lose the Infiltrate and Move Through Cover rules.

Storm Shield: See Codex: Space Marines.

Armour

Carapace Armour: See Codex: Space Marines.

Dragoon Armour: Light armour used by Dragoons. It grants a 4+ Armour Save.

Power Armour: See Codex: Space Marines.

Terminator Armour: Also known as Tactical Dreadnought armour, it gives the Marines who wear increased strength and power at the loss of speed. It grants a 2+ Armour Save and a 5+ Invulnerable Save.

It also grants the bearer the Relentless special rule, as well as +1S and +1T. Due to the heavy nature of the armour models wearing it cannot make a Sweeping Advance, may only be transported in Land Raiders and count as two models for the purposes of capacity.

Vehicle Wargear

Dozer Blade: See Codex: Space Marines.

Extra Armour: See Codex: Space Marines.

Hunter Killer Missile: See Codex: Space Marines.

Searchlight: See Codex: Space Marines.

Smoke Launchers: See the rulebook.

Army List

When choosing an army, remember to obey whatever Force Organisation Chart you are using. In most cases you will require:

- 1 HQ
- 2 Troops

From there you may add:

- 0-1 HQ
- 0-4 Troops
- 0-3 Elites
- 0-3 Fast Attack
- 0-3 Heavy Support

A Note on Special Characters

I'm very sorry to inform you that the Angels of Secrecy have no Successor Chapters, for obvious reasons. They are unique. No jumping the Codex bandwagon for you. You're either Angels in the correct colours, or not Angels at all!

HQ

BRYSS, ACTING CHAPTER MASTER OF THE ANGELS OF SECRECY COST: 250 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Bryss	6	5	4(5)	4	3	5	4	10	2+/4+(I)

Unit composition:

1 (Unique)

Unit Type:

- Infantry

Wargear:

- Artificer Armour
- Blaze of Faith
- Skyhammer
- Frag and Krak Grenades
- Iron Halo
- Meltabombs

Special Rules:

- Independent Character
- Eternal Warrior
- And They Shall Know No Fear
- Orbital Bombardment
- Never Say Die

Options

May take a retinue of Secret Guard

May replace Skyhammer with:

- Spear of Dying Moments...+20 pts

LEGION, LORD OF THE MINDLESS COST: 150 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion	6	5	4	4	3	4	3	10	3+/4+(I)

Unit composition:

1 (Unique)

Unit Type:

- Infantry

Wargear:

- Power Armour
- Plasma Pistol
- Power Sword
- Frag and Krak Grenades
- Meltabombs
- Iron Halo

Special Rules:

- Independent Character
- And They Shall Know No Fear
- Stubborn
- Mindless Control
- Mindless Company

Mindless Control: In an army containing Legion the Mindless do not have the Leave Not The Mindless

RYSSIAN THE SWORDBEARER COST: 150 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Ryssian	6	4	3(5)	3	2	5	3	10	2+/4+(I)

Unit composition:

• 1 (Unique)

Unit Type:

- Infantry (Jump Infantry with Jump Pack)

Wargear:

- Artificer Armour
- Bolt Pistol
- Adamantine Mantle
- Frag and Krak Grenades
- D'Angelus Bolter
- Sword of Secret Majesty

Special Rules:

- Independent Character
- Protective Stance
- And They Shall Know No Fear
- Flight (Jump Pack only)

Options

May exchange Artificer Armour for Dragoon Armour and Jump Pack for free

COMPANY MASTER COST: 95 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Company Master	6	5	3	3	3	6	3	10	3+/4+(I)

Unit composition:

1 (Unique)

Unit Type:

- Infantry

Wargear:

- Power Armour
- Bolt Pistol
- Close Combat Weapon
- Frag and Krak Grenades
- Iron Halo

Special Rules:

- Independent Character
- And They Shall Know No Fear

Options:

- ❖ Replace bolt pistol and/or close combat weapon with:
 - D'Angelus bolter...free
 - Storm bolter...+3 points
 - Combi-weapon, lightning claw or power weapon...+10 points
 - Plasma pistol or storm shield...+15 points
 - Power Fist...+15 points
 - Relic Blade or Thunder Hammer...+25 points
- ❖ Replace power armour with artificer armour...+15 points
- ❖ Take an adamantine mantle...+15 points
- ❖ Take melta bombs...+5 points
- ❖ Take digital weapons...+10 points

Options:

- ❖ ❖ Replace bolt pistol with:
 - D'Angelus bolter...free
 - Storm bolter...+3 points
 - Combi-weapon...+10 points
 - Plasma pistol or storm shield...+15 points

- ❖ Take melta bombs...+5 points

- ❖ Replace power armour, bolt pistol and frag and krak grenades with Terminator armour...+25 points

Options:

- ❖ Give Terminator armour:
 - Storm Bolter...+5 points
 - Combi-weapon...+10 points
 - Storm Shield...+15 points
- ❖ If Terminator armour is not chosen may have one of the following:
 - Jump pack...+25 points
 - Space Marine bike...+35 points
- ❖ Upgrade to Epistolary...+50 points

SECRET GUARD SQUAD COST: 120 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Secret Guard	5	4	3(5)	4	1	5	2	10	2+

Unit composition:

3 Secret Guard

Unit Type:

- Infantry

Wargear:

- Artificer Armour
- D'Angelus Bolter
- Relic Blade
- Frag and Krak Grenades

Special Rules:

- Protective Stance
- And They Shall Know No Fear

LIBRARIAN COST: 95 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Librarian	5	4	3	3	2	6	2	10	3+

Unit composition:
1 (Unique)

Unit Type:
• Infantry

Wargear:

- Power Armour
- Bolt Pistol
- Force Weapon
- Frag and Krak Grenades

Special Rules:

- Independent Character
- And They Shall Know No Fear
- Psyker

CHAPLAIN COST: 95 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Company Master	5	4	3	3	2	6	2	10	3+/4+(I)

Unit composition:
1 (Unique)

Unit Type:
• Infantry

Wargear:

- Power Armour
- Bolt Pistol
- Crozius Arcanum
- Frag and Krak Grenades
- Rosarius

Special Rules:

- Independent Character
- And They Shall Know No Fear
- Honour of the Chapter
- Litanies of Hate

Options:

- ❖ Replace bolt pistol with:
 - D'Angelus bolter...free
 - Storm bolter...+3 points
 - Combi-weapon, lightning claw or power weapon...+10 points
 - Plasma pistol or storm shield...+15 points
 - Power Fist...+15 points
- ❖ Take melta bombs...+5 points
- ❖ Take digital weapons...+10 points
- ❖ Replace power armour, bolt pistol and frag and krak grenades with Terminator armour and storm bolter...+30 points
- ❖ Replace Terminator armour's storm bolter with

Option:

- May mod
 - bolte
 - A f
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 - A f
 - If th may
 - A f
- Combi weapon...+5 points
 - Power fist or storm shield...+15 points
 - ❖ If Terminator armour is not chosen may have one of the following:
 - Jump pack...+25 points
 - Space Marine bike...+35 points

TROOPS

SECRET MARINE TACTICAL SQUAD COST: 85 Pts.

	WS	BS	S	T	W	I	A	Ld	Sv
Secret Marine	4	4	3	3	1	5	1	8	3+
Sergeant	4	4	3	3	1	5	2	9	3+

The Sergeant may replace his D'Angelus bolter/bolt pistol with:

- A close combat weapon...free
- A storm bolter...+5 points
- A combi-weapon, power weapon or plasma pistol...+10 pts
- A power fist...+15 pts

The Sergeant may take:

- Melta bombs...+5 points
- Teleport Homer...+15 points

Unit composition:

- 4 Secret Marines
- 1 Sergeant

Special Rules:

- And They Shall Know No Fear
- Combat Squads

Unit Type:

- Infantry

Dedicated Transport

The squad may select a Rhino or Razorback. If the squad numbers 10 models, it may take a Drop Pod.

Wargear

- Power Armour
- Bolt Pistol
- Frag and Krak Grenades
- D'Angelus Boltgun

MINDLESS TACTICAL SQUAD COST:

95 Pts.

	WS	BS	S	T	W	I	A	Ld	Sv
Mindless	4	4	4	4	1	3	1	9	3+
Mindless Sergeant	4	4	4	4	1	3	2	10	3+

Unit composition:

- 4 Mindless
- 1 Mindless Sergeant

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Stubborn
- Slow and Purposeful
- Leave Not The Mindless Unattended

Unit Type:

- Infantry

Wargear

- Power Armour
- Bolt Pistol
- Frag and Krak Grenades
- Boltgun

Dedicated Transport

The squad may select a Rhino or Razorback. If the squad numbers 10 models, it may take a Drop Pod.

Options:

- May include up to 5 extra Mindless...+16 pts a model.
- One Mindless may exchange his D'Angelus bolter for:
 - A flamer...+5 pts
 - A meltagun...+10 pts
 - A plasma gun...+20 pts
- If the squad numbers 10 models, one of the following may be taken:
 - A heavy bolter, missile launcher, or multi-melta...+20 pts
 - A plasma cannon...+25 pts.
 - A lascannon...+35 pts.
- The Sergeant may replace his D'Angelus bolter/bolt pistol with:
 - A close combat weapon...free
 - A storm bolter...+10 points

Options (Combat Scouts)

- A combi-weapon, power weapon or plasma pistol...+15 pts
- May include up to 7 extra Scouts...+13 pts a model.
- A power fist...+25 pts
- Any scout may exchange their D'Angelus Bolter for:
 - The Sergeant may take:
 - Melta bombs...+5 points
 - Close combat weapon or shotgun...free
 - Teleport Homer...+15 points
 - Sniper Rifle...+2 Pts.
- One scout may exchange their D'Angelus Bolter for:
 - Heavy bolter with hellfire shells or missile launcher...+10 pts
- The Scout Sergeant may replace his D'Angelus Bolter with:

- Close combat weapon or shotgun...free
- Sniper rifle...+2 Pts.
- Power weapon, combi-weapon or plasma pistol...+10 Pts.
- Stalker Boltgun...+20 points
- Power Fist...+15 Pts.

- The Sergeant may take:
 - Melta bombs
 - Teleport Homer
- The Sergeant must take one of the following skills:
 - Poisoner, Marksman, Headhunter...free

•The entire squad may take camo cloaks...+3 pts a

SECRET SCOUT SQUAD COST: 59 Pts.

Unit composition:

- 2 Scouts
- 1 Scout Sergeant

Special Rules

- And They Shall Know No Fear
- Combat Squads
- Scouts

	WS	BS	S	T	W	I	A	Ld	Sv
Scout	3(4)	3(4)	3	3	1	3	1	8	4+
Scout Sergeant	4	4	4	4	1	3	2	9	4+

Wargear

- Carapace Armour
- Bolt Pistol
- Frag and Krak Grenades
- D'Angelus Bolter

- Assassin (Sergeant only)

**DEDICATED TRANSPORT:
SEE CODEX: SPACE MARINES**

ELITES

SECRET KEEPER VETERAN SQUAD

COST: 110 Pts.

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	3	3	1	5	2	9	3+
Sergeant	4	4	3	3	1	5	2	9	3+

- Unit composition:**
- 4 Veterans
 - 1 Sergeant
- Unit Type:**
- Infantry
- Wargear:**
- Power Armour
 - Frag and Krak Grenades
 - Bolt pistol
 - D'Angelus bolter
 - Special Issue
- Special Rules:**
- Combat Squads
 - And They Shall Know No Fear
- Dedicated Transport**
- May select a Drop Pod, Rhino or Razorback

Options:

- May include up to 5 extra Veterans...+22 pts a model
- Any Veteran can replace their D'Angelus bolter with:
 - A close combat weapon...free
 - A storm bolter or combi-weapon...+5 Pts.
 - A combi-weapon...+10 Pts.
- Any model can replace their D'Angelus bolter or bolt pistol with:
 - Power weapon, plasma pistol or lightning claw...+10 pts
 - Storm shield or power fist...+15 Pts.
 - Thunder hammer...+25 Pts.
- For every 5 models in the squad one Veteran may exchange their D'Angelus Bolter for:
 - a flamer...+5 pts
 - a meltagun, heavy bolter, multi-melta or missile launcher...+10 Pts.
 - A plasma gun or lascannon...+15 pts
- The Sergeant may exchange his bolt pistol or D'Angelus bolter for a relic blade...+25 points
- Any model may take melta bombs...+5 pts

Options:

- May include up to 5 extra Terminators...+40 pts a model
- For every 5 models in the unit, one Terminator may choose one of the following:
 - Replace Storm Bolter with a Heavy Flamer...+5 Pts.
 - Replace Storm Bolter with an Assault Cannon...+30 pts.
 - Take a Tempest Missile Launcher...+30 Pts.
- Any Terminator may replace their power fist with:
 - A power weapon...free
 - A chainfist...+5 pts
- Any Terminator may replace their Storm Bolter and Power Fist with:
 - A Thunder Hammer and Storm Shield...+10 pts
 - Twin Lightning Claws...free
- The Terminator Sergeant may:
 - Exchange his power weapon for a power fist...free
 - Exchange his power weapon for a chainfist...+5 pts
 - Exchange his weapons for a thunder hammer and storm shield...+10 Pts.
 - Exchange his weapons for a pair of Lightning claws...free.

TERMINATOR SQUAD **COST: 200 Pts.**

WSBSSTWIALdSv Terminator444414292+/5+(I) Terminator Sergeant444414292+/5+(I)

- Unit composition:**
- 4 Terminators
 - 1 Terminator Sergeant
- Unit Type:**
- Infantry
- Wargear:**
- Terminator Armour
 - Frag and Krak Grenades
 - Storm Bolter
 - Power Fist (Terminators)
 - Power Weapon (Sergeant)
- Special Rules:**
- Combat Squads
 - And They Shall Know No Fear
 - Deep Strike
- Dedicated Transport**
- One Terminator squad may select a Land Raider of any type.

VENERABLE DREADNOUGHT COST:

200 Pts.

WSBSFrontSideRearIAVenerable Dreadnought5513131144

Unit

composition:

1 Venerable
Dreadnought

Wargear

Multi-Melta
Dreadnought Close

Special Rules:

Venerable
Armoured
Hurricane

Unit Type:

Vehicle
(Walker)

Combat Weapon (with
built in Storm Bolter)

Smoke launchers
Searchlight

Dedicated Transport

May select a Drop
Pod

DREADNOUGHT COST: 130 Pts.

	WS	BS	Front	Side	Rear	I	A
Dreadnought	4	4	12	12	10	4	2

Unit

composition:

• 1
Dreadnought

Wargear

• Multi-Melta
• Dreadnought
Close Combat Weapon
(with built in Storm
Bolter)

Special Rules

• Armoured Hurricane

Dedicated Transport

May select a Drop

Unit Type:

• Vehicle (Walker)

• Smoke launchers
• Searchlight

Options:

Replace Storm Bolter with a Heavy Flamer...
+10 pts

Replace Multi-Melta with:

Twin-linked Heavy Flamer...free

Twin-linked Heavy Bolter...+5 Pts.

Twin-linked Autocannon...+10 Pts.

Plasma Cannon or Assault Cannon...+10
pts.

Twin-linked lascannon...+30 Pts.

Dreadnought close combat weapon with:

Storm bolter...free

Heavy flamer...+10 pts

Take extra Armour...+15 Pts.

Options:

• Replace Storm Bolter with a Heavy Flamer...+10
pts

• Replace Multi-Melta with:

-Twin-linked Heavy Flamer...free

-Twin-linked Heavy Bolter...+5 Pts.

-Twin-linked Autocannon...+10 Pts.

-Plasma Cannon or Assault Cannon...+10 pts.

-Twin-linked lascannon...+30 Pts.

-Dreadnought close combat weapon with:

○ Storm bolter...free

○ Heavy flamer...+10 pts

• Take extra Armour...+15 Pts

TECHMARINE SQUAD Servitors are counted as a separate unit in the same slot COST: 70 Pts.

WSBSSTWIALdSvTechmarine443325293+Servitors333313184+

Unit

composition:

1 Techmarine

Wargear

(Techmarine)
Power Armour
Power Weapon
Frag and Krak
Grenades

Special Rules:

And They Shall Know No
Fear

Unit Type:

Infantry

Servo-arm

Bolt pistol

Wargear (Servitors)

Servo-arm

Independent character

Blessing of the Ommissiah

Bolster Defences

Mindlock (Servitors only)

Options (Techmarine):

Replace power armour with servo harness...
+30 Pts.

Replace bolt pistol with:

A D'Angelus bolter...free

A storm bolter...+3 pts

A Combi-weapon...+10 pts.

A Plasma Pistol...+15 Pts.

Replace power weapon with:

A Thunder Hammer

+15 Pts.

May have a Space Marine Bike

+35 Pts.

Options (Servitors):

You may include up to 5 servitors

+14

Pts. Per model

Up to two Servitors may replace their servo-
arms with:

Multi-melta or heavy bolter...+20 pts.

Plasma Cannon...+30 Pts.

FAST ATTACK: DETAILS OF LAND SPEEDERS MAY BE FOUND IN CODEX: SPACE MARINES

SECRET KEEPER JUMP VETERAN SQUAD

COST: 145 Pts.

WSBSSTWIALdSvVeteran443315293+Sergeant443315293+

Unit

composition:

4 Veterans
1 Sergeant

Wargear

Power Armour
Frag and Krak
Grenades
Bolt pistol
Close combat
weapon
Jump Pack

Unit Type:

Jump Infantry

Special Rules:

Combat Squads
And They Shall Know No
Fear

Options:

May include up to 5 extra Veterans...+29 pts a model

Any model can replace their close combat weapon or bolt pistol with:

Power weapon, plasma pistol or lightning claw...+10 pts

Storm shield or power fist...+15 Pts.

Thunder hammer...+25 Pts.

For every 5 models in the squad one Veteran may exchange their close combat weapon for:

a flamer...+5 pts

a meltagun...+10 Pts.

A plasma gun...+15 pts

The Sergeant may exchange his bolt pistol or D'Angelus bolter for a relic blade...+25 points
Any model may take melta bombs...+5 pts

ASSAULT SQUAD

COST: 95 Pts.

WSBSSTWIALdSvSecret

Marine443315183+Sergeant443315293+

Unit

composition:

4 Secret Marines
1 Sergeant

Wargear

Power Armour
Frag and Krak
Grenades
Bolt Pistol
Close combat
weapon
Jump Pack

Unit Type:

Jump Infantry

Special Rules:

Combat Squads
And They Shall Know No
Fear

Options:

May include up to 5 extra Secret Marines...+17 Pts. Per model

For every 5 squad members one Marine can replace their Bolt pistol with:

Flamer...+5 Pts.

Meltagun...+10 Pts.

Plasma Pistol...+10 Pts.

The Sergeant may replace his Bolt Pistol or close combat weapon with:

Storm Shield...+15 Pts.

Power Weapon or Lightning Claw...+10 Pts.

Plasma Pistol...+10 Pts.

Power Fist...+15 Pts.

Thunder Hammer or pair of Lighting Claws...+25 Pts.

Space Marine Sergeant may take:

Melta bombs...+5 Pts.

Combat Shield...+5 pts

BIKE SQUAD COST: 80 Pts.

WSBSSTWIALdSvSpace Marine Biker4433(4)15183+Biker
Sergeant4433(4)15293+Attack Bike4433(4)25283+

Unit

composition:

2 Space Marine
Bikers
1 Biker Sergeant

Wargear

Power Armour
Frag and Krak
Grenades

Special Rules:

Combat Squads
And They Shall Know No
Fear

Unit Type:

Bike

Bolt Pistol
Space Marine Bike

Options:

May include up to 5 extra Bikers...+24 pts a model

Up to 2 Bikers may replace their Bolt pistols with:

A flamer or meltagun...+5 pts

A meltagun...+10 pts

Plasma gun...+15 pts

The Biker Sergeant replace his Bolt Pistol with:

Combi-weapon...+10 pts

Power Weapon...+10 pts

Plasma Pistol...+10 pts

Power Fist...+15 pts

Biker Sergeant may take:

Melta bombs...+5 pts

Add one Heavy Bolter armed Attack Bike...+35 pts

Attack Bike may upgrade its Heavy Bolter to:

Heavy Flamer...free

Autocannon...+5 pts

Multi-melta...+10 pts

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DRAGOON SQUAD COST: 120 Pts.

WSBSSTWIALdSvDragoon543(5)3152104+

Unit

composition:

3 Dragoons

Wargear

Carapace Armour
Frag and Krak
Grenades
D'Angelus Bolter
Relic Blade
Jump Pack

Special Rules:

Flight
And They Shall Know No
Fear
Psychic Tremor

Unit Type:

Jump Infantry

Options:

May include up to 7 extra Dragoons...+40 pts a model

Any Dragoon may exchange their relic blade for:

A thunder hammer...free

.

HEAVY SUPPORT: DETAILS OF LAND RAIDERS AND WHIRLWIND IN CODEX: SPACE MARINES

DEVASTATOR SQUAD COST: 85 Pts.

WSBSSTWIALdSvSecret
Marine443315183+Sergeant443315293+

Unit composition:

4 Secret Marines
1 Sergeant

Special Rules:

Combat Squads
And They Shall Know No
Fear

Unit Type:

Infantry

Wargear

Power Armour
Frag and Krak
Grenades
Bolt pistol
Boltgun
Signum (Sergeant
only)

Dedicated Transport

May select a Drop Pod,
Rhino or Razorback

Options:

May include up to 5 extra Secret Marines...+15
Pts. Per model

Up to 4 Marines in the squad may replace their
boltgun with:

A heavy bolter, autocannon, multi-melta
or missile launcher...+15 pts
A plasma cannon...+25 pts
A lascannon...+35 Pts.

Any model in the unit may replace their
boltgun with:

Sniper rifle...+ 2 pts
Stalker Boltgun...+15 pts

The Sergeant may replace his boltgun/bolt
pistol with:

a close combat weapon...free
A power weapon or combi-weapon...+10
pts

A plasma pistol...+10 pts
A power fist...+15 pts

The Sergeant may take:
Meltabombs...+5 pts.

HEAVY RAZORBACK SQUAD Options:

COST: 40 Pts A Model

BSFrontSideRearHeavy Razorback4121110

Unit

composition:

1-3 Heavy
Razorbacks

Wargear

Twin-Linked Heavy Bolter
Smoke Launchers
Searchlight

Unit Type:

Vehicle (Tank)

• Any Heavy Razorback may replace its twin-linked
heavy bolter with:

-Twin-linked autocannon...+10 pts
-Twin-linked heavy flamer...+10 pts
-Twin-linked plasma cannon...+25 pts
-Twin-linked assault cannon...+35 pts
-Twin-linked lascannon...+35 pts

• Any Heavy Razorback may take any of the
following:

- A Storm Bolter...+10 pts
- A Hunter-killer missile...+10 pts
- Extra Armour...+15 pts
- A Dozer Blade...+5 pts

CLEAVER

COST: 170 Pts.

BS **Front** **Side** **Rear** Cleaver 41312E0

Unit

composition:

1 Cleaver

Unit Type:

Vehicle (Tank)

Wargear:

Cleaver Battle Cannon

Smoke Launchers

Searchlight

Heavy Bolter

Special Rules:

Simultaneous Fire System

Options:

Change Cleaver Battle Cannon as follows:

Replace standard shell with Hellfire Spread...+30 pts

Exchange cannon for twin-linked heavy bolter with hellfire shells...free

Exchange cannon for a quad-gun...free

Change Heavy Bolter as follows:

Take hellfire shells...+10 pts

Replace with lascannon...+15 pts

May Take any of the following:

A Storm Bolter

+10 pts.

A Hunter-killer missile

+10 Pts.

Extra Armour

+15 Pts.

A Dozer Blade

+5 Pts.

Unit Summary

Name	WS	BS	S	T	W	I	A	Ld	Sv
Attack Bike	4	4	3	3(4)	2	5	2	8	3+
Biker	4	4	3	3(4)	1	5	1	8	3+
Biker Sergeant	4	4	3	3(4)	1	5	2	9	3+
Bryss	6	5	4(5)	4	4	6	4	10	2+
Chaplain	5	4	3	3	2	5	2	10	3+
Company Champion	5	4	3	3	1	5	2	9	3+
Company Master	6	5	3	3	3	6	3	10	3+
Librarian	5	4	3	3	2	6	2	10	3+
Lord of the Mindless	6	5	4	4	3	4	3	10	3+
Mindless	4	4	4	4	1	3	1	9	3+
Mindless Sergeant	4	4	4	4	1	3	2	10	3+
Ryssian	6	4	3(5)	4	2	6	3	10	2+
Scout	3(4)	3(4)	3	3	1	4	1	8	4+
Scout Sergeant	4	4	3	3	1	5	2	9	4+
Scout Bike	3(4)	3(4)	3	3(4)	1	4	1	8	4+
Scout Bike Sergeant	4	4	3	3(4)	1	5	2	9	4+
Secret Guard	5	4	3(5)	4	1	5	2	10	2+
Secret Marine	4	4	3	3	1	5	1	8	3+
Sergeant	4	4	3	3	1	5	2	9	3+
Servitor	3	3	3	3	1	3	1	8	4+
Techmarine	4	4	3	3	2	5	2	9	3+
Terminator	4	4	4	4	1	4	2	9	2+
Terminator Sergeant	4	4	4	4	1	4	2	9	2+
Veteran	4	4	3	3	1	5	2	9	3+

Vehicle Summary

Vehicle	WS	BS	S	Front	Side	Rear	I	A
Cleaver	-	4	-	13	12	12	-	-
Drop Pod	-	4	-	12	12	12	-	-
Gui Huojin	-	5	-	14	14	14	-	-
Heavy Razorback	-	4	-	12	12	11	-	-
Land Raider	-	4	-	14	14	14	-	-
Land Raider Crusader	-	4	-	14	14	14	-	-
Land Raider Redeemer	-	4	-	14	14	14	-	-
Land Speeder	-	4	-	10	10	10	-	-
Razorback	-	4	-	11	11	10	-	-
Rhino	-	4	-	11	11	10	-	-
Dreadnought	4	4	6	12	12	10	4	2
Venerable	5	5	6	13	13	11	4	4
Dreadnought Whirlwind	-	4	-	11	11	10	-	-

Weapon Summary

Weapon	Range	S	AP	Type
Assault Cannon	24"	6	4	Heavy 4, Rending
Autocannon	48"	7	4	Heavy 2
Bolt Pistol	12"	4	5	Pistol
Bolter	24"	4	5	Rapid Fire
Cleaver Battle Cannon	36"	9	2	Ordnance 1, Small Blast
Tempest Missile Launcher	48"	6	3	Heavy 2, Twin-linked
D'Angelus Bolter	18"	4	5	Assault 2
Dragonfire Bolts	18"	4	5	Assault 2, Ignores Cover
Flamer	Template	4	5	Assault 1
Flamestorm Cannon	Template	6	3	Heavy 1
Heavy Bolter	36"	5	4	Heavy 3
Grenade Launcher (frag)	24"	3	6	Assault 1, Blast
Grenade Launcher (krak)	24"	6	4	Assault 1
Heavy Flamer	Template	5	4	Assault 1
Hellfire Rounds	18"	X	5	Assault 2, Poisoned (3+)
Hellfire Shell	36"	X	-	Heavy 1, Blast, Poisoned (2+)
Hellfire Spread	36"	X	5	Heavy 1, Large Blast, Poisoned (2+)
Hot-Shot Rounds	12"	3	3	Assault 1
Hunter-Killer Missile	X	8	3	Heavy 1, One Shot
Kraken Bolts	24"	4	4	Assault 1 OR Heavy 2
Lascannon	48"	9	2	Heavy 1
Laspistol	12"	3	-	Pistol
Meltagun	12"	8	1	Assault 1, Melta
Missile Launcher (frag)	48"	4	6	Heavy 1, Blast
Missile Launcher (krak)	48"	8	3	Heavy 1
Multi-melta	24"	8	1	Heavy 1
Orbital Bombardment	X	10	1	Ordnance 1, Barrage
Plasma Cannon	36"	7	2	Heavy 1, Blast, Gets Hot!
Plasma Gun	24"	7	2	Rapid Fire, Gets Hot!
Plasma Pistol	12"	7	2	Pistol, Gets Hot!
Quad-gun	48"	8	4	Heavy 4, twin-linked
Shotgun	12"	4	-	Assault 2
Sniper Rifle	36"	X	6	Heavy 1, Sniper
Stalker Boltgun	36"	4	5	Heavy 2, Rending, Pinning
Storm Bolter	24"	4	5	Assault 2
Vengeance Round	12"	4	2	Assault 2, Gets Hot!
Whirlwind Launcher	12-48"	6	5	Ordnance 1, Barrage