

Codex: ???

HQ:

- Entombed Librarian
- Techmarine Brotherhood
- Veteran of 1000 Wars

Elites:

- Specialist Dreadnought
- Venerable Dreadnought

Troops:

- Deathseekers (3-10 Deathseeker Dreadnoughts)
- Dreadnought Squad (1-3 Dreadnoughts)

Dedicated Transport:

- Drop pod

Fast Attack:

- Stormraven Gunship
- The Brother in Silver
- Steel Rain Assault Talon

Heavy Support:

- Ironclad Dreadnought
- Whirlwind Pattern Dreadnought

HQ

Entombed Librarian... 235 points

Entombed Librarian	WS	BS	S	F	S	R	I	A
Hull points: 3	6	5	6	12	12	10	4	3

Unit Composition

- 1 Entombed Librarian

Wargear:

- Force Weapon
- Iron Halo
- Psychic Hood
- Searchlight
- Smoke launchers
- Twin-linked boltgun

Special rules:

- Independent Character
- Psyker Mastery Level 1
- Venerable

Options:

- Upgrade to Epistolary Psyker Mastery Level 2..... +50 pts
- Replace Twin-linked boltgun with:
 - a twin-linked combi-flamer, -melta, or -plasma.....+10 pts
 - a multimelta..... +20 pts
- Take extra armour..... +15 pts
- May make any of his weapons master-crafted..... +10 pts

Unit Type:

- Vehicle (Walker, Character)

Psychic Powers:

- An Entombed Librarian may generate 2 powers from the Biomancy, Pyromancy, Telepathy, or Telekinesis disciplines (in any combination) before armies are deployed.

Dedicated Transport:

- May select a Drop Pod

HQ

Veteran of 1000 Wars... 225 points

Veteran of 1000 Wars	WS	BS	S	F	S	R	I	A
Hull points: 4	6	5	6	13	12	11	5	3

Unit Composition

- 1 Veteran of 1000 Wars

Wargear:

- Iron Halo
- Dreadnought close combat weapon (with built in storm bolter)
- Searchlight
- Smoke launchers
- Twin-linked boltgun

Special rules:

- Independent Character
- Venerable
- Veteran of 1000 Wars*

Unit Type:

- Vehicle (Walker, Character)

Dedicated Transport:

- May select a Drop Pod

Options:

- Replace Twin-linked boltgun and/or Dreadnought close combat weapon with:
 - A relic blade..... *free*
 - A thunder hammer..... +5 pts
 - a twin-linked combi-flamer, -melta, or -plasma..... +10 pts
 - a chainfist..... +30 pts
 - a storm shield..... +60 pts
- Take hellfire rounds..... +10 pts
- Take extra armour..... +15 pts
- May make any of his weapons master-crafted..... +10 pts

*Veteran of 1000 Wars: The Veteran of 1000 Wars has Feel No Pain. In addition, Feel No Pain rolls taken against automatic glance or penetration effects succeed on a roll of 4+ instead of a 5+.

HQ

Techmarine Brotherhood... 50pts

Only one Techmarine Brotherhood can be included per detachment. This unit does not use up a Force Organization Slot.

Before battle, each member of the Techmarine Brotherhood has the option of being split off from his unit and assigned to a Dreadnought Talon. Otherwise, they remain part of the Techmarine Brotherhood.

Techmarine	(See Codex: Space Marines)
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Unit Composition

- 1-5 Techmarines

Unit Type:

- Infantry

Wargear:

- See Codex: Space Marines

Special rules:

- See Codex: Space Marines
- Forward Engineers*

Options:

- May include up to four additional Techmarines:..... +50 pts per model
- Any model may upgrade servo-arm to a servo-harness..... +25pts

*Forward Engineers: Any vehicles in a unit joined by at least one Techmarine per vehicle gains the Feel No Pain(6+) special rule. For each extra Techmarine joining that unit, the Feel No Pain roll is improved by 1 (to a maximum of 4+). For example, if a Dreadnought Talon consisting of 3 Dreadnoughts was joined by 5 Techmarines (the entire Brotherhood!), The unit gains Feel No Pain(4+) (6+, +2 for 2 extra Techmarines)

Elites

Specialist Dreadnought... 135pts

Dreadnought	WS	BS	S	F	S	R	I	A
Hull points: 3	4	4	6	12	12	10	4	2

Unit Composition

- 1 Dreadnought

Unit Type:

- Vehicle (Walker)

Wargear:

- Dreadnought close combat weapon (with built in storm bolter)
- Searchlight
- Smoke launchers
- Twin-linked boltgun

Special rules:

- Specialist*

Options:

- May replace storm bolter with heavy flamer:..... +10 pts
- May replace its twin-linked boltgun with:
 - Multi-melta..... free
 - 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
- May replace its Dreadnought close combat weapon (and any mounted weapons) with:
 - twin-linked autocannon or missile launcher..... +10 pts
- May take extra armour:..... +15 pts
- May take the Venerable special rule..... +20 pts

*Specialist: May choose one of the following special rules:

- Infiltrate
- Interceptor
- Monster hunter
- Skyfire
- Tank Hunters

Troops

Deathseekers...195 points

Deathseeker Dreadnought	WS	BS	S	F	S	R	I	A
Hull points: 2	3	3	6	10	10	10	4	2
Deathseeker Chaplain	4	3	6	10	10	10	4	3
Hull points: 2								

Unit Composition

- 3-10 Deathseeker Dreadnoughts

Unit Type:

- Vehicle (Walker)

Wargear:

- 2 x Deathseeker close combat weapons**
- Searchlight

Special rules:

- Deathwish*
- Litanies of Glory in Death***
- Furious Charge
- Rage

Options:

- May include up to seven additional Deathseeker Dreadnoughts..... +65 pts per model
- Any model may mount a heavy flamer to one Dreadnought close combat weapon +10 pts/model
- For every five models in the unit, one model may replace any (or both) of its Dreadnought close combat weapon with a twin-linked heavy flamer..... +20 pts
- If the unit numbers 10 models, the unit may be accompanied by a Deathseeker Chaplain+95pts

*Deathwish - Deathseeker Dreadnoughts may never gain additional hull points or have their hull points restored. In addition, a Deathseeker Dreadnought that is immobilized or has had all of its weapons destroyed may choose to explode during its movement phase. This is resolved as if a 6 had been rolled on the Armour Penetration tables. Enemies do not gain kill/victory points for models destroyed in this way.

**A Deathseeker close combat weapon is a close combat weapon with the following profile:

Range	S	AP	Type
-	As user	5	Melee

***Litanies of Glory in Death – If a squad of Deathseekers is joined by a Deathseeker Dreadnought, any Deathseeker Dreadnought may choose to make a self-sacrificing attack in lieu of any of its normal attacks (in any combination). Any self-sacrificing attack automatically strips the model of 1 hull point, but is resolved as an attack made by a Dreadnought close combat weapon. This attack can bring the model to 0 hull points (thus wrecking it), but can not bring it to below 0 hull points. Any attack that would bring the model to 0 hull points are resolved before the model is wrecked.

Troops

Dreadnought Talon...105 points

Dreadnought	WS	BS	S	F	S	R	I	A
Hull points: 3	4	4	6	12	12	10	4	2

Unit Composition

- 1-3 Dreadnoughts

Wargear:

- Dreadnought close combat weapon
- Searchlight
- Smoke launchers
- Twin-linked boltgun

Special rules:

- Warrior Entombed*

Unit Type:

- Vehicle (Walker)

Dedicated Transport:

- A unit consisting of a single dreadnought may select a Drop Pod.

Options:

- May include up to two additional Dreadnoughts:..... +105 pts per model
- Any model may mount a heavy flamer or storm bolter to one Dreadnought close combat weapon..... +10 pts
- One model in the unit may replace its twin-linked boltgun with:
 - Multi-melta..... free
 - 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
- One model in the unit may replace its Dreadnought close combat weapon (and any mounted weapons) with:
 - twin-linked autocannon or missile launcher..... +10 pts
- The entire squad may take extra armour:..... +15 pts per model

*Warrior Entombed - A Dreadnought Talon is a scoring unit.

Fast Attack

The Brother in Silver... 250pts

The Brother in Silver	WS	BS	S	F	S	R	I	A
Hull points: 3	4	4	6	12	12	10	4	2

Unit Composition

- 1 (Unique)

Wargear:

- Heavy Incinerator*
- Nemesis Doomfist*
- Personal Teleporter*
- Searchlight

Special rules:

- Preferred Enemy (Daemons)
- Psyker Mastery Level 1

Unit Type:

- Vehicle (Walker)

Psychic Powers:

- Dark Excommunication*

*See Codex: Grey Knights

Fast Attack

Steel Rain Assault Talon...150 points

Dreadnought	WS	BS	S	F	S	R	I	A
Hull points: 3	4	4	6	12	12	10	4	2

Unit Composition

- 1-3 Dreadnoughts in Drop pods (See Codex: Space Marines)

Unit Type:

- Vehicle (Open-topped) (Drop pods Only)
- Vehicle (Walker) (Dreadnoughts only)

Wargear:

- Dreadnought close combat weapon (Dreadnoughts only)
- Searchlight (Dreadnoughts only)
- Smoke launchers (Dreadnoughts only)
- Storm bolter (Drop pods only)
- Twin-linked boltgun (Dreadnoughts only)

Special rules:

- Inertial Guidance System (Drop pods only)
- Immobile (Drop pods only)
- Drop Pod Assault (Drop pods only)
- Steel Rain Assault*

Options:

- May include up to two additional Dreadnoughts in Drop pods:..... +150 pts per model
- Any model may mount a heavy flamer or storm bolter to one Dreadnought close combat weapon..... +10 pts
- Any model in the unit may replace its twin-linked boltgun with:
 - Multi-melta..... free
 - twin-linked heavy flamer..... free
 - plasma cannon or assault cannon..... +10 pts
- The entire squad may take extra armour:..... +15 pts per model

*Steel Rain Assault: A unit with this special rule may be joined by an Independent Character in a Drop pod while in reserves. If an Independent Character joins the squad in this way, the Independent Character and it's Drop pod gain the Steel Rain Assault rule. When a unit consisting of only models with this special rule arrives via Deep Strike, roll for scatter as usual. After determining where the unit will arrive, instead of placing all models touching base to base (or hull to hull), all Drop pods may be placed within unit coherency (Drop pods placed in this way will never scatter). Units disembarking from Drop pods in this way must remain on coherency (except for Independent Characters).

Heavy Support

Whirlwind Pattern Dreadnought...

Dreadnought	WS	BS	S	F	S	R	I	A
Hull points: 3	4	4	6	12	12	10	4	2

Unit Composition

- 1 Dreadnought

Unit Type:

- Vehicle (Walker)

Wargear:

- Dreadnought close combat weapon (with built in storm bolter)
- Searchlight
- Smoke launchers
- Whirlwind multiple missile launcher*

Options:

- May take extra armour:..... +15 pts

*See Codex: Space Marines