

## PRIMARCH ARMY LIST

### ABILITIES

The following ability is common to all Primarchs.

#### Primarch of the <LEGION>

- You automatically pass Morale tests.
- You can ignore unsaved wounds (except Mortal wounds) on a D6 roll of 6.
- When advancing, you automatically add 6 to your Move characteristic without rolling a die. Additionally, you can shoot or charge later that turn.
- You can attempt a Deny the Witch test despite not being a Psyker.
- Enemy units within 6" of this model subtract 1 from their Leadership characteristic.

## PRIMARCH FULGRIM

NAME	M	WS	BS	S	T	W	A	LD	SV
Fulgrim	9"	2+	2+	6	6	9	5	10	2+

Primarch Fulgrim is a single model armed with the Fireblade and Firebrand. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fireblade	Melee	Melee	+1	-4	3	Wound rolls of 5+ from this weapon inflict 1 mortal wound in addition to its normal damage.
Firebrand	15"	Assault 2	5	-1	1	You can re-roll failed wound rolls with this weapon. Wound rolls of 6 inflict 1 mortal wound in addition to its normal damage.

### ABILITIES

#### Primarch of the Emperor's Children

**The Gilded Panoply:** Fulgrim has a 4+ invulnerable save. In addition, enemys must subtract 1 from their hit rolls when targeting Fulgrim in the Fight phase.

**Sublime Swordsman:** Fulgrim's invulnerable save increases to 3+ when in the Fight phase.

**Sire of the Emperor's Children:** All friendly EMPEROR'S CHILDREN units can use this model's Leadership for Morale tests.

## PRIMARCH PERTURABO

NAME	M	WS	BS	S	T	W	A	LD	SV
Perturabo	8"	2+	2+	7	6	9	4	10	2+

Primarch Perturabo is a single model armed with a Wrist Cannon and a Siege Bombardment. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Wrist Cannon	24"	Assault 6	6	-3	3	Wound rolls of 6 from this weapon are resolved at AP-4 instead of AP-3.
Siege Bombardment	120"	Heavy 3D6	9	-4	6	

### ABILITIES

#### Primarch of the Iron Warriors, Teleport Strike

**The Logos:** Perturabo has a 3+ invulnerable save. During the Fight phase, this model's close-combat attacks are resolved at AP-4.

**Augury Scanner:** No enemy unit can be set up within 18" of Perturabo.

**Cognis Signum:** If Perturabo does not act in the Shooting phase, one friendly IRON WARRIORS unit within 6" adds 1 to their Ballistic Skill for that turn.

**Relentless Strategist:** If Perturabo is your Warlord, all friendly IRON WARRIORS units can re-roll failed charge and advance rolls.

**Sire of the Iron Warriors:** All friendly IRON WARRIORS units can use this model's Leadership for Morale tests.

## PRIMARCH LEMAN RUSS

NAME	M	WS	BS	S	T	W	A	LD	SV
Leman Russ	8"	2+	2+	6	6	9	6	10	2+

Primarch Leman Russ is a single model armed with Scornspitter, the Axe of Helwinter, and the Sword of Balenight. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Scornspitter	12"	Assault 3	4	-3	3	Wound rolls of 6 from this weapon are resolved at AP-4 instead of AP-3.
The Axe of Helwinter	Melee	Melee	+2	-4	5	You can re-roll failed wound rolls with this weapon when attacking a VEHICLE.
The Sword of Balenight	Melee	Melee	User	-4	4	You can re-roll failed wound rolls with this weapon. If a model that suffers one or more unsaved wounds from this weapon, but is not slain, roll 2D6. The model suffers that many mortal wounds at AP-4.

### ABILITIES

#### Primarch of the Space Wolves

**The Armour Elavagar:** Leman Russ has a 4+ invulnerable save, which increases to 3+ when attacked by flamer, melta, and plasma weapons of any kind. In addition, enemy models within 1" of Leman Russ during the Fight phase subtract 1 from their hit rolls, increasing to a subtraction of 2 if they have been in close-combat with him for more than one turn.

**Breaker of Shields & Bringer of Ruin:** The controlling player may choose to split Leman Russ' attacks between both of his melee weapons.

**Preternatural Senses:** Enemy units cannot be deployed within 18" of Leman Russ.

**Sire of the Space Wolves:** All friendly SPACE WOLVES units can use this model's Leadership for Morale tests.

## PRIMARCH ROGAL DORN

NAME	M	WS	BS	S	T	W	A	LD	SV
Rogal Dorn	8"	2+	2+	6	6	9	4	10	2+

Primarch Rogal Dorn is a single model armed with Storm's Teeth, and the Voice of Terra. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Storm's Teeth	Melee	Melee	User	-4	5	You can re-roll failed wound rolls with this weapon. Each time the bearer fights, it can choose to make 1 additional attack with this weapon.	
The Voice of Terra	24"	Assault	5	5	-2	3	Wound rolls of 6 from this weapon are resolved at AP-4 instead of AP-2.

### ABILITIES

#### Primarch of the Imperial Fists

**The Auric Armour:** Rogal Dorn has a 4+ invulnerable save. Additionally, he cannot be wounded on a wound roll better than 3+.

**Unshakable Defence:** During deployment, the controlling player may select up to three BUILDINGS; cover saves of 1 taken by friendly units in these BUILDINGS may be re-rolled.

**Sundering Blow:** Rogal Dorn may choose to make a single attack, resolved at Strength x2, AP-5, and Damage 10, instead of attacking normally during the Fight phase, but he must subtract 1 from his hit roll to do so.

**Sire of the Imperial Fists:** All friendly IMPERIAL FISTS units can use this model's Leadership for Morale tests.

## PRIMARCH KONRAD CURZE

NAME	M	WS	BS	S	T	W	A	LD	SV
Konrad Curze	12"	2+	2+	6	6	9	5	10	2+

Primarch Konrad Curze is a single model armed with Mercy and Forgiveness, and Widowmaker Volley. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Mercy and Forgiveness	Melee	Melee	User	-4	3	You can re-roll failed wound rolls with this weapon. Any wound roll of 6 inflicts 1 mortal wound in addition to its normal damage.	
Widowmaker Volley	12"	Assault	3	4	-2	1	Enemy units must re-roll successful invulnerable saves made against damage from this weapon.

### ABILITIES

#### Primarch of the Night Lords

**The Nightmare Mantle:** Konrad Curze has a 4+ invulnerable save. Additionally, roll a D6 each time this model finishes a charge within 1" of an enemy unit; on a 3+, that unit suffers a mortal wound.

**The King of Terrors:** Enemy units within 6" of this model must subtract 3 from their Leadership (this does not stack with the Primarch ability), and must also re-roll successful Morale tests when within the same distance.

**Sire of the Night Lords:** All friendly NIGHT LORDS units may use this model's Leadership for Morale tests.

## PRIMARCH FERRUS MANUS

NAME	M	WS	BS	S	T	W	A	LD	SV
Ferrus Manus	8"	2+	2+	7	7	9	4	10	2+

Primarch Ferrus Manus is a single model armed with Forgebreaker, Servo-Arm, Plasma Blaster, Graviton Gun, Grenade Harness, and Heavy Flamer. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Forgebreaker	Melee	Melee	x2	-5	6	
Servo-Arm	Melee	Melee	x2	-4	3	Each Servo-Arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.
Plasma Blaster						
• Standard	18"	Assault 2	7	-4	1	
• Super-charged	18"	Assault 2	8	-4	2	On a hit roll of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.
Graviton Gun	18"	Heavy D6	5	-2	1	If the target has a save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Grenade Harness	8"	Grenade D6	3	0	1	
Heavy Flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits.

### ABILITIES

#### Primarch of the Iron Hands

**The Medusan Carapace:** Ferrus Manus has a 3+ invulnerable save. Additionally, he may fire all of his ranged weapons at different targets in the same Shooting phase.

**Master of Mechanisms:** At the end of your Movement phase, this model can repair a single IRON HANDS VEHICLE within 1". That model regains D3+1 lost wounds. A model can only be repaired once per turn.

**Sire of the Iron Hands:** All friendly IRON HANDS units may use this model's Leadership for Morale tests.

## PRIMARCH ANGRON

NAME	M	WS	BS	S	T	W	A	LD	SV
Angron	8"	2+	2+	7	6	9	6	10	2+

Primarch Angron is a single model armed with Gorefather and Gorechild, and the Spite Furnace. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gorefather & Gorechild	Melee	Melee	+1	-4	6	Wound rolls of 6 with this weapon inflict 1 mortal wound in addition to its normal damage.
The Spite Furnace	12"	Pistol 1	7	-4	2	

### ABILITIES

#### Primarch of the World Eaters

**Armour of Mars:** Angron has a 4+ invulnerable save.

**The Butcher's Nails:** For every enemy CHARACTER that Angron slays in the Fight phase (he must make the killing blow), add 1 to his Attack characteristic for the rest of the game.

**Sire of the World Eaters:** All friendly WORLD EATERS units may use this model's Leadership for Morale tests.

## PRIMARCH ROBOUTE GUILLIMAN

NAME	M	WS	BS	S	T	W	A	LD	SV
Roboute Guilliman	8"	2+	2+	6	6	9	5	10	2+

Primarch Roboute Guilliman is a single model armed with the Arbitrator, the Hand of Dominion, and the Gladius Incandor. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Arbitrator	18"	Assault 2	6	-3	3	Wound rolls of 6 with this weapon are resolved at AP-4 instead of AP-3.
Hand of Dominion	Melee	Melee	+4	-5	5	You must subtract 1 from your hit roll when using this weapon.
Gladius Incandor	Melee	Melee	+1	-4	2	You can re-roll failed wound rolls with this weapon. Wound rolls of 6 inflict 1 mortal wound in addition to its normal damage.

### ABILITIES

#### Primarch of the Ultramarines

**Armour of Reason:** Roboute Guilliman has a 4+ invulnerable save. In addition, this model can re-roll the first failed invulnerable save taken in each phase.

**Cognis Signum:** If Roboute Guilliman does not act in the Shooting phase, one friendly ULTRAMARINES unit within 6" adds 1 to their Ballistic Skill for that turn.

**Preternatural Strategy:** Your army gets +D6 Command Points if Guilliman is your Warlord.

**Unyielding Will:** This model can re-roll failed Deny the Witch attempts.

**Sire of the Ultramarines:** All friendly ULTRAMARINES units may use this model's Leadership for Morale tests.

## PRIMARCH MORTARION

NAME	M	WS	BS	S	T	W	A	LD	SV
Mortarion	8"	2+	2+	6	7	10	5	10	2+

Primarch Mortarion is a single model armed with the Lantern, Silence, and Phosphex Bombs. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Lantern	18"	Assault 1	8	-4	2	You can re-roll failed wound rolls with this weapon when shooting a VEHICLE.
Silence	Melee	Melee	+1	-4	D3	Wound rolls of 6 with this weapon are resolved at Damage 3 instead of D3, and inflict 1 mortal wound in addition to its normal damage.
Phosphex Bombs	12"	Assault 1	5	-4	3	This weapon always wounds INFANTRY on a wound roll of 3+. Enemy units within 3" of the target of this weapon are also wounded.

### ABILITIES

#### Primarch of the Death Guard

**The Barbaran Plate:** Mortarion has a 4+ invulnerable save.

**Preternatural Resilience:** Any damage that would wound Mortarion on a fixed roll can only wound him on a roll of 6.

**Reaping Blow:** Mortarion may choose to make a single attack, resolved at Strength x2, AP-5, and Damage 6, instead of attacking normally during the Fight phase, but he must subtract 1 from his hit roll to do so.

**Sweep Attack:** Instead of attacking normally in the Fight phase, Mortarion can choose to make a single attack, resolved with Silence's profile (but with Damage 1 instead of D3), against every enemy model within 1".

**Witch Spite:** Mortarion adds 2 when attempting a Deny the Witch test.

**Sire of the Death Guard:** All friendly DEATH GUARD units may use this model's Leadership for Morale tests.

## PRIMARCH MAGNUS

NAME	M	WS	BS	S	T	W	A	LD	SV
Magnus	8"	2+	2+	7	6	9	4	10	2+

Primarch Magnus is a single model armed with the Blade of Ahn-Nunurta, and a Psyfire Serpenta. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Blade of Ahn-Nunurta	Melee	Melee	+2	-5	D6	
Psyfire Serpenta	15"	Assault D3	8	-4	3	

### ABILITIES

#### Primarch of the Thousand Sons

**The Horned Rainment:** Magnus has a 4+ invulnerable save. In addition, all damage done to Magnus is reduced by 1.

**Arcane Litanies:** Magnus can re-roll failed Perils of the Warp tests.

**Phantasma Aura:** Enemy units targeting this model during the Shooting phase must subtract 1 from their hit rolls.

**The Eye of the Crimson King:** When selecting targets for his psychic powers, Magnus can target units that are within range but not visible to him (except those inside transport vehicles or buildings).

**Sire of the Thousand Sons:** All friendly THOUSAND SONS units may use this model's Leadership for Morale tests.

## PRIMARCH HORUS

NAME	M	WS	BS	S	T	W	A	LD	SV
Horus	8"	2+	2+	7	6	9	5	10	2+

Primarch Horus is a single model armed with the Worldbreaker, the Warmaster's Talon, and Point of the Spear. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Worldbreaker	Melee	Melee	+3	-4	6	You must subtract 1 from your hit rolls when using this weapon.
The Warmaster's Talon						
• Bolter	24"	Assault 6	5	-3	2	
• Claw	Melee	Melee	User	-4	3	You can re-roll failed wound rolls with this weapon. An enemy model that is wounded but not slain by this weapon must subtract 1 from their Strength and Toughness characteristics; this effect can stack indefinitely.
Point of the Spear	120"	Heavy 3D6	10	-4	6	

### ABILITIES

#### Primarch of the Luna Wolves, Teleport Strike

**The Serpent Scales:** Horus has a 3+ invulnerable save. All damage inflicted on him is halved (rounded down). Horus' characteristics cannot be affected by negative modifiers made by enemy units.

**God of Battle:** The controlling player can Seize the Initiative on a D6 roll of 4+. In addition, all friendly IMPERIUM units within 12" of this model add 1 to their Advance and Charge rolls, and can re-roll hit rolls of 1, and failed Morale tests.

**Weapon Mastery:** The controlling player may choose to split Horus' attacks between both of his melee weapons.

**Sire of the Luna Wolves:** All friendly LUNA WOLVES units may use this model's Leadership for Morale tests.

## PRIMARCH LORGAR

NAME	M	WS	BS	S	T	W	A	LD	SV
Horus	8"	2+	2+	6	6	8	4	10	2+

Primarch Lorgar is a single model armed with the Illuminarum. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Illuminarum	Melee	Melee	+2	-4	4	

### ABILITIES

#### Primarch of the Word Bearers

**Armour of the Word:** Lorgar has a 4+ invulnerable save, increasing to 3+ against enemy psychic powers.

**Erratic Psychic Power:** When using psychic powers, Lorgar must add 1 to the Warp Charge of the power he is attempting to manifest.

**Living Icon:** All friendly WORD BEARERS who can draw line of sight to Lorgar add 1 to their Charge rolls, and automatically pass Morale tests.

**Smashing Blow:** Lorgar may choose to make a single attack, resolved at Strength x2, AP-5, and Damage 8, instead of attacking normally during the Fight phase, but he must subtract 1 from his hit roll to do so.

**Sire of the Word Bearers:** All friendly WORD BEARERS units may use this model's Leadership for Morale tests.

## PRIMARCH VULKAN

NAME	M	WS	BS	S	T	W	A	LD	SV
Vulkan	8"	2+	2+	7	7	10	4	10	2+

Primarch Lorgar is a single model armed with the Dawnbringer, the Furnace Heart, and a Master-crafted Heavy Flamer. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Dawnbringer	Melee	Melee	+3	-5	6	Wound rolls of 6 with this weapon inflict 1 mortal wound in addition to its normal damage.
The Furnace Heart	18"	Assault 1	6	-4	D6	Wound rolls of 6 with this weapon inflict 1 mortal wound in addition to its normal damage.
Master-crafted Heavy Flamer	8"	Heavy D6	6	-1	1	This weapon automatically hits its target.

### ABILITIES

#### Primarch of the Salamanders

**The Draken Scale:** Vulkan has a 3+ invulnerable save. In addition, the Strength of any flamer, fusion, melta, plasma, or volkite weapons (or any similar) used against him is halved (rounded down).

**Blood of Fire:** Vulkan can ignore unsaved wounds on a roll of 5+, and can re-roll failed attempts at this ability.

**Earthshatter:** Instead of attacking normally in the Fight phase, Vulkan can choose to strike the ground; all enemy models in front of Vulkan and within 1" suffer an automatic hit, resolved using the Dawnbringer's profile (but with Damage D6 instead of 6). Enemy units wounded in this way halve their Move characteristic and cannot Advance in their next Move phase.

**Sire of the Salamanders:** All friendly SALAMANDERS units may use this model's Leadership for Morale tests.

## PRIMARCH CORAX

NAME	M	WS	BS	S	T	W	A	LD	SV
Corax	12"	2+	2+	6	6	9	6	10	2+

Primarch Corax is a single model armed with the Raven Lord's Panoply, and an Archaeotech Pistol. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Raven Lord's Panoply	Melee	Melee	User	-4	3	You can re-roll failed wound rolls with this weapon. If Corax attacks first, enemy units in combat with him must subtract 1 from their hit rolls during the current Fight phase.
Archaeotech Pistol	12"	Pistol	1	6	-3	1

### ABILITIES

#### Primarch of the Raven Guard, Jump Pack Assault

**The Sable Armour:** Corax has a 4+ invulnerable save. Additionally, enemy units using Jump Pack Assault or Teleport Strike cannot do so within 12" of this model.

**The Korvidine Pinions:** Roll a D6 each time Corax finishes a Charge move within 1" of an enemy unit; on a 3+, that unit suffers D3 mortal wounds. Additionally, when Corax advances, add 6" to his Move characteristic for that Move phase instead of rolling a die.

**Infiltrator:** Corax can be set up anywhere on the battlefield during deployment, so long as it is more than 9" away from the enemy deployment zone and any enemy models.

**The Shadowed Lord:** Enemy units targeting Corax during the Shooting phase must subtract 1 from their hit rolls, increasing to a subtraction of 2 when outside 12".

**Sire of the Raven Guard:** All friendly RAVEN GUARD units may use this model's Leadership for Morale tests.

## PRIMARCH ALPHARIUS

NAME	M	WS	BS	S	T	W	A	LD	SV
Alpharius	8"	2+	2+	6	6	9	6	10	2+

Primarch Corax is a single model armed with the Pale Spear, a Master-crafted Plasma Blaster, and Venom Spheres. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Pale Spear	Melee	Melee	User	-5	3	Wound rolls of 6 from this weapon inflict 1 mortal wound in addition to its normal damage.
Master-crafted Plasma Blaster						
• Standard	18"	Assault 3	7	-4	1	
• Super-charged	18"	Assault 3	8	-4	2	On a hit roll of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.
Venom Spheres	8"	Grenade D6	3	-1	D3	This weapon always wounds on a roll of 3+ unless targeting a VEHICLE, in which case the AP is 0 instead of -1.

### ABILITIES

#### Primarch of the Alpha Legion

**The Pythian Scales:** Alpharius has a 4+ invulnerable save. Additionally, any attack that would wound him on a fixed roll instead wounds him on a wound roll of 6.

**Camoleoline Sheath:** Alpharius can re-roll failed saving throws (but not his invulnerable save) when using cover.

**Cognis Signum:** If Alpharius does not act in the Shooting phase, one friendly ALPHA LEGION unit within 6" adds 1 to their Ballistic Skill for that turn.

**Insidious Mastermind:** The controlling player can Seize the Initiative on a D6 roll of 4+.

**One of Many:** If Alpharius is slain, roll a D6. On a 2+, you may choose another friendly ALPHA LEGION INFANTRY CHARACTER (except named characters). Remove that model as if it were slain and place Alpharius in its place with D3 wounds remaining. If no such models remain, or you rolled a 1, Alpharius is removed as a casualty as normal.

**Sire of the Alpha Legion:** All friendly ALPHA LEGION units may use this model's Leadership for Morale tests.