

GF - Codex: Astartes 3.4

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Captain [1]	3+	3+	Astartes Pistol (12", A1, AP(1)), Astartes Chainsword (A3)	And They Shall Know No Fear, Hero, Iron Halo, Rites of Battle, Tough(3), Transhuman Physiology, Veteran Infantry	A, B, C, D	145pts
Chaplain [1]	3+	3+	Astartes Pistol (12", A1, AP(1)), Crozius Arcanum (A2, AP(2))	And They Shall Know No Fear, Hero, Litany of Hate, Tough(3), Transhuman Physiology, Veteran Infantry	A, D, E, F	130pts
Librarian [1]	3+	3+	Astartes Pistol (12", A1, AP(1)), Smite (9", A3, AP(2)), Force Weapon (A1, Blast(3), AP(1))	And They Shall Know No Fear, Hero, Psychic(1), Tough(3), Transhuman Physiology	A, B, D, F, G	115pts
Techmarine [1]	3+	3+	Astartes Pistol (12", A1, AP(1)), Omnissian Axe (A1, AP(1), Rending), Servo-Arm (A1, AP(4))	And They Shall Know No Fear, Blessing of the Omnissiah, Hero, Tough(3), Transhuman Physiology	B, H	95pts
Servitors [2]	5+	4+	Servo-Arms (A1, AP(4))	Mindlock, Slow	I	20pts

A | Upgrade with one:
 Jump Pack +10pts
 Jump Pack, Ambush +25pts

B | Take one Astartes Rifle attachment:
 Combi-Flamer (9", A6) +20pts
 Combi-Plasma (24", A1, AP(4)) +20pts
 Combi-Grav (18", A3, Rending) +25pts
 Combi-Melter (12", A1, AP(4), Deadly(3)) +25pts

C | Replace one Astartes Chainsword:
 Lightning Claw (A3, Rending, AP(1)) +5pts
 Power Weapon (A3, AP(2)) +5pts
 Power Fist (A3, AP(4)) +15pts
 Relic Blade (A4, AP(3)) +20pts
 Thunder Hammer (A2, AP(3), Deadly(3)) +30pts

Replace one Astartes Pistol:
 Astartes Rifle (24", A1, AP(1)) +5pts
 Grav Pistol (12", A3, Rending) +5pts
 Lightning Claw (A3, Rending) +5pts
 Plasma Pistol (12", A1, AP(4)) +5pts
 Storm Shield +5pts
 Astartes Storm Rifle (24", A2, AP(1)) +15pts
 Thunder Hammer (A2, AP(3), Deadly(3)) +35pts

Replace one Astartes Pistol and Astartes Chainsword:
 Astartes Bike (Fast, Astartes Bike, +45pts
 Twin Astartes Rifle (24", A2, AP(1)),
 Astartes Pistol (12", A1, AP(1)),
 Astartes Chainsword (A3))
 Terminator Armor (Ambush, Slow, +50pts
 Terminator Armor, Defense(+1),
 Astartes Storm Rifle (24", A2, AP(1)),
 Power Weapon (A3, AP(2)))

Replace one Astartes Storm Rifle:
 Storm Shield -10pts
 Lightning Claw (A3, Rending, AP(1)) -5pts
 Power Fist (A3, AP(4)) +5pts
 Thunder Hammer (A2, AP(3), Deadly(3)) +20pts

Replace one Power Weapon:
 Storm Shield -10pts
 Lightning Claw (A3, Rending, AP(1)) -5pts
 Power Fist (A3, AP(4)) +5pts
 Relic Blade (A4, AP(3)) +10pts
 Chainfist (A2, AP(2), Deadly(3), Rending) +15pts
 Thunder Hammer (A2, AP(3), Deadly(3)) +20pts

D | Replace one Astartes Storm Rifle:
 Astartes Rifle (24", A1, AP(1)), +30pts
 Combi-Flamer (9", A6)
 Astartes Rifle (24", A1, AP(1)), +30pts
 Combi-Plasma (24", A1, AP(4))
 Astartes Rifle (24", A1, AP(1)), +35pts
 Combi-Grav (18", A3, Rending)
 Astartes Rifle (24", A1, AP(1)), +35pts
 Combi-Melter (12", A1, AP(4), Deadly(3))

E | Replace one Astartes Pistol:
 Power Fist (A2, AP(4)) +15pts

Replace one Astartes Pistol and Crozius Arcanum:
 Astartes Bike (Fast, Astartes Bike, +50pts
 Twin Astartes Rifle (24", A2, AP(1)),
 Astartes Pistol (12", A1, AP(1)),
 Crozius Arcanum (A2, AP(2)))
 Terminator Armor (Terminator Armor, +55pts
 Slow, Defense(+1), Ambush,
 Astartes Storm Rifle (24", A3, AP(1)),
 Crozius Arcanum (A2, AP(2)))

F | Replace one Astartes Pistol:
 Astartes Rifle (24", A1, AP(1)) +5pts
 Plasma Pistol (12", A1, AP(4)) +5pts
 Grav Pistol (12", A3, Rending) +10pts
 Astartes Storm Rifle (24", A2, AP(1)) +20pts

G | Replace one Force Weapon and Astartes Pistol:
 Terminator Armor (Terminator Armor, +30pts
 Defense(+1), Slow, Ambush,
 Astartes Pistol (12", A1, AP(1)),
 Force Weapon (A1, AP(1), Blast(3)))
 Astartes Bike (Fast, Astartes Bike, +50pts
 Astartes Pistol (12", A1, AP(1)),
 Twin Astartes Rifle (24", A2, AP(1)),
 Force Weapon (A1, AP(1), Blast(3)))

H | Replace one Astartes Pistol:
 Plasma Pistol (12", A1, AP(4)) +5pts
 Astartes Rifle (24", A1, AP(1)) +10pts
 Grav Pistol (12", A3, Rending) +10pts

Upgrade one model with one:
 Servo-Harness +35pts
 (Plasma-Cutter (9", A1, AP(4)),
 Servo-Arm (A1, AP(4)), Flamer (9", A6))

I | Replace any Servo-Arm:
 Astartes Heavy Rifle (30", A3, AP(1)), +20pts
 CCW (A1)
 Plasma-Cannon (30", A1, AP(4), Blast(3)) +25pts
 CCW (A1)
 Multi-Melter (18", A1, AP(4), Deadly(6)), +30pts
 CCW (A1)

Special Rules

And They Shall Know No Fear: Gets +1 to morale tests.
Astartes Bike: This model gets Tough(+1). This bonus stacks with the Transhuman Physiology special rule.
Blessing of the Omnissiah: Once per activation, if within 2" of a unit with Tough(6) or higher, roll one die. On a 2+ you may repair D3 wounds from the target.
Iron Halo: This model gets Tough(+1). This bonus stacks with the Transhuman Physiology, Astartes Bike and/or Terminator Armor special rules.

Jump Pack: May move through all obstacles, and may ignore terrain effects. This upgrade cannot be taken with the Terminator Armor or Astartes Bike upgrades.

Litany of Hate: The hero and its unit get the Furious special rule.

Mindlock: When a Techmarine is attached to this unit, this model gets +1 to hit rolls in melee and shooting.

Rites of Battle: Once per activation, before attacking, pick one friendly unit within 12" of this model, which gets +1 to hit next time it shoots.

Storm Shield: This model gets Tough(+1). This bonus stacks with the Transhuman Physiology, Astartes Bike and/or Terminator Armor special rules.

Terminator Armor: This model gets Tough(+1). This bonus stacks with the Transhuman Physiology special rule.

Transhuman Physiology: This model gets Tough(+1), or Tough(2) if it does not have the Tough special rule.

Veteran Infantry: This model gets +1 to hit rolls in melee and shooting.

Psychic Spells

Fury of the Ancients (4+): Target enemy unit within 12" takes 5 hits.

Veil of Time (4+): Target 2 friendly units within 12" get +1" next time they Advance, or +2" next time they Charge/Rush.

Might of Heroes (5+): Target 2 friendly units within 12" get Furious next time they charge.

Psychic Scourge (5+): Target 2 enemy units within 12" get -1 to defense next time they take hits.

Null Zone (6+): Target 2 enemy units within 12" get -3" next time they Advance, or -6" next time they Charge/Rush.

Psychic Fortress (6+): Target friendly unit within 12" gets Regeneration next time it takes wounds.

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Tactical Squad [5]	3+	3+	Astartes Rifles [24", A1, AP(1)], CCWS (A1)	And They Shall Know No Fear, Transhuman Physiology	A, B, C, D, E	215pts
Scout Squad [5]	3+	4+	Astartes Rifles [24", A1, AP(1)], CCWS (A1)	And They Shall Know No Fear, Transhuman Physiology	B, F	205pts
Assault Squad [5]	3+	3+	Astartes Pistols [12", A1, AP(1)], Astartes Chainswords [A2]	And They Shall Know No Fear, Transhuman Physiology	B, D, G	210pts
Bike Detachment [3]	3+	3+	Twin Astartes Rifles [24", A2, AP(1)], CCWS (A1)	And They Shall Know No Fear, Astartes Bike, Fast, Transhuman Physiology	A, B, H	215pts
Bike Squad [5]	3+	3+	Twin Astartes Rifles [24", A2, AP(1)], CCWS (A1)	And They Shall Know No Fear, Astartes Bike, Fast, Transhuman Physiology	A, B, H	360pts
Attack Bike [1]	3+	3+	Astartes Heavy Rifle [30", A3, AP(1)], Twin Astartes Rifle [24", A2, AP(1)], CCW (A2)	And They Shall Know No Fear, Astartes Bike, Fast, Impact(1), Tough(3)	I	145pts
Land Speeder [1]	3+	3+	Astartes Heavy Rifle [30", A3, AP(1)], Assault Cannon [24", A4, AP(1)]	And They Shall Know No Fear, Fast, Tough(6)	J	195pts

A | Take one Astartes Rifle attachment:

Combi-Flamer [9", A6]	+20pts
Combi-Plasma [24", A1, AP(4)]	+20pts
Combi-Grav [18", A3, Rending]	+25pts
Combi-Melter [12", A1, AP(4), Deadly(3)]	+25pts

B | Upgrade one model with one:

Veteran Sergeant	+20pts
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C | Replace one CCW:

Astartes Chainsword [A2]	+5pts
Lightning Claw [A2, Rending, AP(1)]	+10pts
Power Weapon [A2, AP(2)]	+10pts
Power Fist [A2, AP(4)]	+15pts
Thunder Hammer [A1, AP(3), Deadly(3)]	+15pts

D | Replace one Astartes Rifle:

Astartes Pistol [12", A1, AP(1)]	+5pts
Lightning Claw [A2, Rending]	+10pts
Plasma Pistol [12", A1, AP(4)]	+10pts
Grav Pistol [12", A3, Rending]	+15pts
Astartes Storm Rifle [24", A2, AP(1)]	+25pts

E | Replace one Astartes Rifle:

Flamer [9", A6]	+5pts
Plasmagun [24", A1, AP(4)]	+5pts
Gravgun [18", A3, Rending]	+10pts
Meltingun [12", A1, AP(4), Deadly(3)]	+10pts
Grav-Cannon [24", A1, Blast(3), Rending]	+15pts
Astartes Heavy Rifle [30", A3, AP(1)]	+30pts
Missile Launcher [30", A1, Deadly(3), AP(2), Lock-On]	+45pts
Plasma-Cannon [30", A1, AP(4), Blast(3)]	+45pts
Las-Cannon [36", A1, AP(3), Deadly(3)]	+50pts
Multi-Melter [18", A1, AP(4), Deadly(6)]	+50pts

Upgrade one model with one:

Melter Bomb [A1, AP(4), Deadly(3), Single Use]	+10pts
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Upgrade one model with one:

Auspex	+10pts
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F | Upgrade with any:

Camo Cloaks [Stealth]	+20pts
Scout	+20pts

Replace all Astartes Rifle and CCW:

Astartes Pistol [12", A1, AP(1)], Combat Knife [A2]	-5pts
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Replace all Astartes Rifle:

Astartes Shotgun [9", A2]	-25pts
Astartes Sniper Rifle [30", A1, AP(1), Sniper]	+105pts

Replace one Astartes Rifle:

Astartes Heavy Rifle [30", A3, AP(1)]	+30pts
Missile Launcher [30", A1, Deadly(3), AP(2), Lock-On]	+45pts

Replace one Astartes Sniper Rifle:

Astartes Heavy Rifle [30", A3, AP(1)]	+10pts
Missile Launcher [30", A1, Deadly(3), AP(2), Lock-On]	+25pts

Replace one Astartes Pistol and Combat Knife:

Astartes Heavy Rifle [30", A3, AP(1)], CCW (A1)	+30pts
Missile Launcher [30", A1, Deadly(3), AP(2), Lock-On], CCW (A1)	+45pts

Replace one Astartes Shotgun:

Astartes Heavy Rifle [30", A3, AP(1)]	+35pts
Missile Launcher [30", A1, Deadly(3), AP(2), Lock-On]	+50pts

Upgrade one model with one:

Melter Bomb [A1, AP(4), Deadly(3), Single Use]	+15pts
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G | Replace one Astartes Pistol and Astartes Chainsword:

Plasma Pistol [12", A1, AP(4)], Astartes Chainsword [A2]	+5pts
Flamer [9", A6], CCW (A1)	+10pts

Replace one Astartes Pistol and Astartes Chainsword:

Eviscerator [A4, AP(1)]	+10pts
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Upgrade all models with one:

Jump Pack	+45pts
Jump Pack, Ambush	+65pts

Upgrade one model with one:

Combat Shield	+10pts
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Replace one Astartes Chainsword:

Lightning Claw [A2, Rending, AP(1)]	+5pts
Power Fist [A2, AP(4)]	+10pts
Power Weapon [A2, AP(2)]	+10pts
Thunder Hammer [A1, AP(3), Deadly(3)]	+15pts

Upgrade one model with one:

Melter Bomb [A1, AP(4), Deadly(3), Single Use]	+15pts
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H | Upgrade one model with one:

Meltingun [12", A1, AP(4), Deadly(3)]	+15pts
Plasmagun [24", A1, AP(4)]	+15pts
Flamer [9", A6]	+20pts
Gravgun [24", A3, Rending]	+35pts

Replace one CCW:

Lightning Claw [A2, Rending]	+10pts
Power Weapon [A2, AP(1), Rending]	+10pts
Power Fist [A2, AP(4)]	+15pts
Thunder Hammer [A1, Blast(3), AP(3)]	+20pts

Upgrade one model with one:

Plasma Pistol [12", A1, AP(4)]	+10pts
Astartes Rifle [24", A1, AP(1)]	+15pts
Astartes Storm Rifle [24", A2, AP(1)]	+25pts
Grav Pistol [24", A3, Rending]	+35pts

I | Replace one Astartes Heavy Rifle:

Multi-Melter [18", A1, AP(4), Deadly(6)]	+20pts
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J | Replace one Assault Cannon and Astartes Heavy Rifle:

Missile Launcher [30", A1, Deadly(3), AP(2), Lock-On], Astartes Heavy Rifle [30", A3, AP(1)]	free
Assault Cannon [24", A4, AP(1)], Multi-Melter [18", A1, AP(4), Deadly(6)]	+20pts
Missile Launcher [30", A1, Deadly(3), AP(2), Lock-On], Multi-Melter [18", A1, AP(4), Deadly(6)]	+20pts

Special Rules

And They Shall Know No Fear: Gets +1 to morale tests.

Astartes Bike: This model gets Tough(+1). This bonus stacks with the Transhuman Physiology special rule.

Auspex: Enemy units can't be set up within 18" of this model when using Ambush.

Combat Shield: Hits on this model count as having AP(-1), to a min. of AP(0).

Jump Pack: May move through all obstacles, and may ignore terrain effects. This upgrade cannot be taken with the Terminator Armor or Astartes Bike upgrades.

Single Use: You may only use this weapon once per game.

Transhuman Physiology: This model gets Tough(+1), or Tough(2) if it does not have the Tough special rule.

Veteran Sergeant: One model gets +1 to hit rolls in melee and shooting.

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Dreadnought [1]	3+	2+	Astartes Storm Rifle [24", A2, AP(1)], Assault Cannon [24", A4, AP(1)], Dreadnought Power Fist [A4, AP(4)]	And They Shall Know No Fear, Tough(9)	A	265pts
Terminator Squad [5]	3+	2+	Astartes Storm Rifles [24", A2, AP(1)], Power Fists [A2, AP(4)]	And They Shall Know No Fear, Slow, Terminator Armor, Transhuman Physiology	B, C	415pts
Assault Terminator Squad [5]	3+	2+	Twin Lightning Claws [A4, Rending, AP(1)]	And They Shall Know No Fear, Slow, Terminator Armor, Transhuman Physiology	C, D	335pts
Command Squad [5]	3+	3+	Astartes Pistols [12", A1, AP(1)], Astartes Chainswords [A3]	And They Shall Know No Fear, Transhuman Physiology	C, E	230pts
Rhino [1]	3+	2+	Astartes Storm Rifle [24", A2, AP(1)]	And They Shall Know No Fear, Fast, Impact(3), Tough(6), Transport(11)	F	200pts
Razorback [1]	3+	2+	Twin Astartes Heavy Rifle [30", A6, AP(1)]	And They Shall Know No Fear, Fast, Impact(3), Tough(6), Transport(6)	F, G	245pts
Drop pod [1]	4+	2+	Astartes Storm Rifle [24", A2, AP(1)]	Ambush, Immobile, Tough(6), Transport(11)	H	120pts
Devastator Squad [5]	3+	3+	Astartes Rifles [24", A1, AP(1)], CCWS [A1]	And They Shall Know No Fear, Relentless, Transhuman Physiology	C, I, J, K, L	225pts

A | Upgrade with one:
Venerable (Veteran Walker) +70pts

Replace one Assault Cannon:
Plasma-Cannon [30", A1, AP(4), Blast(3)] -10pts
Multi-Melter [18", A1, AP(4), Deadly(6)] -5pts
Twin Las-Cannon +40pts
[36", A2, AP(3), Deadly(3)]

Replace one Astartes Storm Rifle:
Heavy Flamer [12", A6, AP(1)] +10pts

Replace all Dreadnought Power Fist and Astartes Storm Rifle:

Missile Launcher [30", A1, Deadly(3), AP(2), Lock-On] -15pts

B | Replace any Power Fist:
Chainfist [A1, AP(2), Deadly(3), Rending] +5pts

Replace one Power Fist:
Power Weapon [A2, AP(2)] -5pts

Replace one Astartes Storm Rifle and Power Fist:
Heavy Flamer [12", A6, AP(1)] +10pts
Power Fist [A2, AP(4)]
Assault Cannon [24", A4, AP(1)] +20pts
Power Fist [A2, AP(4)]
Missile Launcher [30", A1, Deadly(3), AP(2), Lock-On], Astartes Storm Rifle [24", A2, AP(1)], Power Fist [A2, AP(4)] +40pts

Upgrade with one:
Deep Strike (Ambush) +20pts

C | Upgrade one model with one:
Veteran Sergeant +20pts

D | Replace any Twin Lightning Claws:
Thunder Hammer [A1, AP(3), Deadly(3)], Storm Shield +10pts

Upgrade with one:
Deep Strike (Ambush) +20pts

E | Upgrade one model with one:
Company Ancient (Company Banner) +25pts

Upgrade one model with one:
Apothecary (Narthecium) +55pts

Replace any Astartes Chainsword:

Lightning Claw [A2, Rending, AP(1)] +5pts
Power Fist [A2, AP(4)] +5pts
Power Weapon [A2, AP(2)] +5pts
Thunder Hammer [A1, Blast(3), AP(3)] +10pts

Replace any Astartes Pistol:
Plasma Pistol [12", A1, AP(4)] free
Astartes Rifle [24", A1, AP(1)] +5pts
Lightning Claw [A2, Rending, AP(1)] +5pts
Grav Pistol [12", A3, Rending] +10pts
Storm Shield +10pts
Astartes Storm Rifle [24", A2, AP(1)] +15pts

Take any Astartes Rifle attachment:
Combi-Flamer [9", A6] +20pts
Combi-Plasma [24", A1, AP(4)] +20pts
Combi-Grav [18", A3, Rending] +25pts
Combi-Melter [12", A1, AP(4), Deadly(3)] +25pts

Upgrade one model with one:
Company Champion (Combat Shield, Power Weapon [A3, AP(2)]) +30pts

F | Upgrade with any:
Hunter-Killer Missile [30", A1, AP(3), Deadly(3), One Shot] +20pts
Astartes Storm Rifle [24", A2, AP(1)] +25pts
Dozer Blade (Strider) +25pts
Extra Armor (Tough(+3)) +70pts

G | Replace one Twin Astartes Heavy Rifle:
Twin Assault Cannon [24", A8, AP(1)] +5pts
Twin Las-Cannon [36", A2, AP(3), Deadly(3)] +45pts

H | Replace one Astartes Storm Rifle:
Deathwind Launcher [18", A1, Blast(6)] -5pts

I | Replace one CCW:
Astartes Chainsword [A2] +5pts
Lightning Claw [A2, Rending, AP(1)] +10pts
Power Weapon [A2, AP(2)] +10pts
Power Fist [A2, AP(4)] +15pts
Thunder Hammer [A1, AP(3), Deadly(3)] +15pts

J | Replace one Astartes Rifle:
Astartes Pistol [12", A1, AP(1)] +5pts
Lightning Claw [A2, Rending] +10pts
Plasma Pistol [12", A1, AP(4)] +10pts
Grav Pistol [12", A3, Rending] +15pts
Astartes Storm Rifle [24", A2, AP(1)] +25pts

K | Replace up to four Astartes Rifle:
Grav-Cannon [24", A1, Blast(3), Rending] +15pts
Astartes Heavy Rifle [30", A3, AP(1)] +35pts
Missile Launcher [30", A1, Deadly(3), AP(2), Lock-On] +50pts
Plasma-Cannon [30", A1, AP(4), Blast(3)] +50pts
Multi-Melter [18", A1, AP(4), Deadly(6)] +55pts
Las-Cannon [36", A1, AP(3), Deadly(3)] +60pts

L | Take one Astartes Rifle attachment:
Combi-Flamer [9", A6] +20pts
Combi-Plasma [24", A1, AP(4)] +20pts
Combi-Grav [18", A3, Rending] +25pts
Combi-Melter [12", A1, AP(4), Deadly(3)] +25pts

Special Rules

And They Shall Know No Fear: Gets +1 to morale tests.

Combat Shield: Hits on this model count as having AP(-1), to a min. of AP(0).

Company Banner: Models in this unit gets +1 attack with a weapon of your choice when charged.

Narthecium: This model and its unit get the Regeneration rule.

One Shot: This weapon may only be fired once per game.

Storm Shield: This model gets Tough(+1). This bonus stacks with the Transhuman Physiology, Astartes Bike and/or Terminator Armor special rules.

Terminator Armor: This model gets Tough(+1). This bonus stacks with the Transhuman Physiology special rule.

Transhuman Physiology: This model gets Tough(+1), or Tough(2) if it does not have the Tough special rule.

Veteran Sergeant: One model gets +1 to hit rolls in melee and shooting.

Veteran Walker: This model gets +1 to its attack rolls for melee and shooting.

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Predator [1]	3+	2+	Twin Las-Cannon (36", A2, AP(3), Deadly(3)), 2x Las-Cannons (36", A1, AP(3), Deadly(3))	And They Shall Know No Fear, Fast, Impact(3), Tough(12)	A, B	530pts
Whirlwind [1]	3+	2+	Whirlwind Missile Launcher (36", A2, AP(2), Blast(3), Indirect)	And They Shall Know No Fear, Fast, Impact(3), Tough(12)	B	450pts
Vindicator [1]	3+	2+	Demolisher Siege Cannon (24", A1, AP(4), Blast(6), Indirect)	And They Shall Know No Fear, Fast, Impact(3), Tough(12)	B	390pts
Land Raider [1]	3+	2+	2x Twin Las-Cannons (36", A2, AP(3), Deadly(3)), Twin Astartes Heavy Rifle (30", A6, AP(1))	And They Shall Know No Fear, Fast, Impact(6), Tough(18), Transport(11)	C	790pts

A | Replace all Twin Las-Cannon:

Autocannon (36", A6, AP(2)) +5pts

Replace all 2x Las-Cannon:

Astartes Heavy Rifle fle (30", A3, AP(1)) +80pts

B | Upgrade with any:

Hunter-Killer Missile +20pts

(30", A1, AP(3), Deadly(3), One Shot)

Astartes Storm Rifle (24", A2, AP(1)) +25pts

Dozer Blade (Strider) +25pts

Extra Armor (Tough(+3)) +70pts

C | Upgrade with any:

Hunter-Killer Missile +15pts

(30", A1, AP(3), Deadly(3), One Shot)

Astartes Storm Rifle (24", A2, AP(1)) +20pts

Multi-Melter (18", A1, AP(4), Deadly(6)) +60pts

Special Rules**And They Shall Know No Fear:** Gets +1 to morale tests.**One Shot:** This weapon may only be fired once per game.