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PRIMARIS CHAPLAIN



• READ THIS FIRST • À LIRE EN PREMIER • LEER ANTES DE MONTAR
• LIES DIES ZUERST • LEGGI PRIMA QUESTO

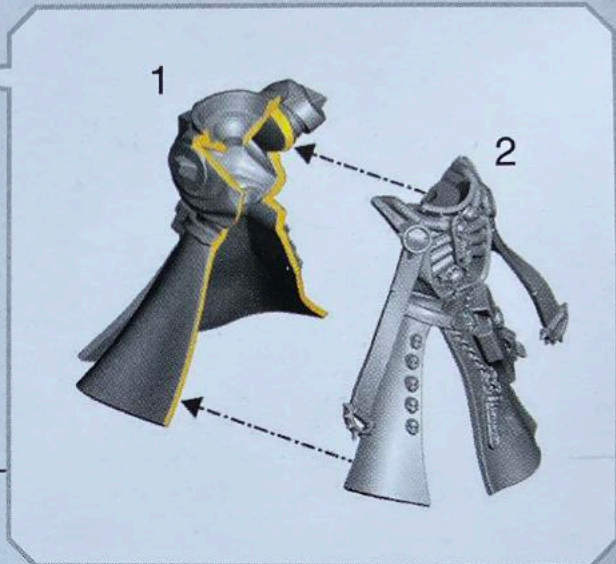
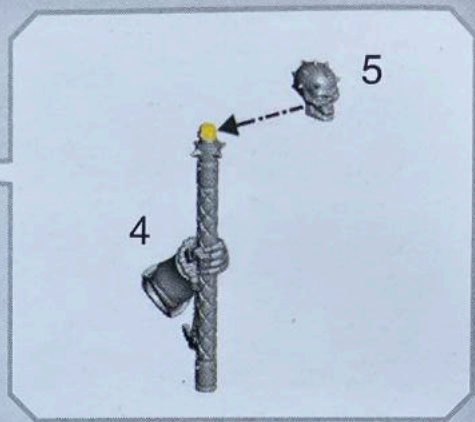
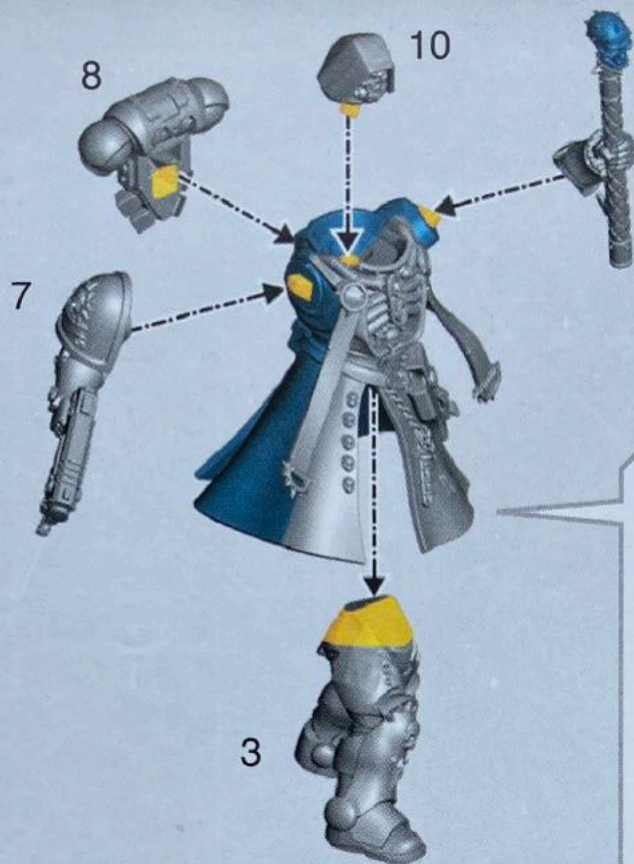
- BEFORE ASSEMBLING YOUR MINIATURES PLEASE READ THROUGH THE INSTRUCTIONS IN THIS BOOKLET CAREFULLY. A pair of plastic cutters is required to remove the plastic components in this kit from their frame. We advise using a mouldline scraping tool to clean up the parts. To assemble your model you will need plastic glue.
- AVANT D'ASSEMBLER VOS FIGURINES, VEUILLEZ LIRE ATTENTIVEMENT LES INSTRUCTIONS DE CE LIVRET. Une pince coupante est requise pour détacher chaque élément de sa grappe. Nous vous recommandons l'utilisation d'un grattoir pour ébarber les éléments. Pour l'assemblage, vous aurez également besoin de colle plastique.
- POR FAVOR, LEE CUIDADOSAMENTE ESTE LIBRETO DE INSTRUCCIONES ANTES DE EMPEZAR A MONTAR LAS MINIATURAS. Te harán falta unas tenazas para plástico a fin de separar las piezas de la matriz. También aconsejamos una herramienta para rebabas a fin de limpiar cada pieza. Para montar la miniatura necesitarás pegamento para plástico.
- VOR DEM ZUSAMMENBAU DER MINIATUREN BITTE DIE ANWEISUNGEN IN DIESER ANLEITUNG AUFMERKSAM DURCHLESEN. Du benötigst einen Kunststoffseitenschneider, um die Kunststoffbauteile aus dem Gussrahmen herauszutrennen, und Kunststoffkleber, um die Miniatur zusammenzubauen. Außerdem empfehlen wir, die Bauteile vorher mit einem Gussgratentferner zu säubern.
- PRIMA DI ASSEMBLARE LE TUE MINIATURE LEGGI ATTENTAMENTE TUTTE LE ISTRUZIONI DI QUESTO LIBRETTO. Sono necessarie un paio di tronchesine per plastica per staccare i componenti dai loro sprue. Consigliamo di usare un attrezzo apposito per pulire i componenti. Per assemblare il modello avrai bisogno di colla per plastica.

CITADEL®

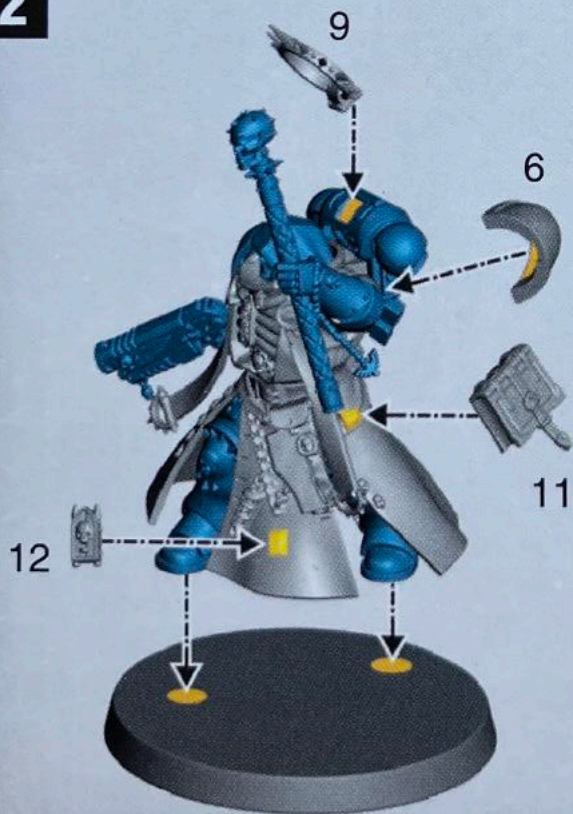
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1



2





ULTRAMARINES - PRIMARIS CHARACTER TRANSFER SHEET

CAPTAIN	APOTHECARY	LIBRARIAN	CHAPLAIN	LIEUTENANT

COMPONENT CODE: 99510101150 © GAMES WORKSHOP 2017



- BASE DRYAD BARK**
- SHADE NULN OIL**
- LAYER BANEBLADE BROWN**
- LAYER KARAK STONE**
- BASE ZANDRI DUST**
- SHADE REIKLAND FLESHSHADE**
- LAYER USHABTI BONE**
- LAYER SCREAMING SKULL**
- BASE RHINOX HIDE**
- SHADE NULN OIL**
- LAYER GORTHOR BROWN**
- LAYER USHABTI BONE**

ENGLISH

These essential rules will get your new unit on the battlefield - for the full rules for this unit, see *Codex: Space Marines*.

PRIMARIS CHAPLAIN



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Chaplain	6"	2+	3+	4	4	5	4	9	3+

A Primaris Chaplain is a single model armed with a crozius arcanum, an absolver bolt pistol, frag grenades and krak grenades.

WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Absolver bolt pistol	16"	Pistol 1	5	-1	1	-
Crozius arcanum	Melee	Melee	+1	-1	2	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

And They Shall Know No Fear

Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly <CHAPTER> units within 6" of this model.

Spiritual Leaders: All friendly <CHAPTER> units within 6" of this model can use the Chaplain's Leadership instead of their own.

Rosarius: This model has a 4+ invulnerable save.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

CHARACTER, INFANTRY, PRIMARIS, CHAPLAIN

FRANÇAIS

Ces règles de base vous permettent de jouer votre nouvelle unité. Pour les règles complètes, voir *Codex: Space Marines*.

PRIMARIS CHAPLAIN



NOM	M	CC	CT	F	E	PV	A	Cd	Sv
Primaris Chaplain	6"	2+	3+	4	4	5	4	9	3+

Un Primaris Chaplain est une figurine individuelle équipée d'un crozius arcanum, d'un pistolet bolter Absolvor, de grenades Frag et Krak.

ARME	PORTÉE	TYPE	F	PA	D	APTITUDES
Pistolet bolter Absolvor	16"	Pistolet 1	5	-1	1	-
Crozius arcanum	Mêlée	Mêlée	+1	-1	2	-
Grenade Frag	6"	Grenade D6	3	0	1	-
Grenade Krak	6"	Grenade 1	6	-1	D3	-

APTITUDES

Et Ils ne Connaîtront Pas la Peur

Litanies de Haine: Vous pouvez relancer les jets de touche ratés en phase de Combat pour les unités amies <CHAPITRE> à 6" ou moins de cette figurine.

Chefs Spirituels: Toutes les unités amies <CHAPITRE> à 6" ou moins de cette figurine peuvent utiliser son Commandement plutôt que le leur.

Rosarius: Cette figurine a une sauvegarde invulnérable de 4+.

MOTS-CLÉS DE FACTION IMPERIUM, ADEPTUS ASTARTES, <CHAPITRE>

MOTS-CLÉS CHARACTER, INFANTERIE, PRIMARIS, CHAPLAIN

ESPAÑOL

Estas reglas esenciales sirven para poner a tu nueva unidad en el campo de batalla. Para las reglas completas consulta *Codex: Space Marines*.

PRIMARIS CHAPLAIN



NOMBRE	M	HA	HP	F	R	H	A	L	S
Primaris Chaplain	6"	2+	3+	4	4	5	4	9	3+

Un Primaris Chaplain es una sola miniatura armada con un crozius arcanum, una pistola bólter absolver, granadas frag y granadas perforantes.

ARMAS	ALCANCE	TIPO	F	FP	D	HABILIDADES
Pistola bólter absolver	16"	Pistola 1	5	-1	1	-
Crozius arcanum	Combate	Combate	+1	-1	2	-
Granadas frag	6"	Granada D6	3	0	1	-
Granadas perforantes	6"	Granada 1	6	-1	D3	-

HABILIDADES

Y no conocerán el miedo

Letanías de odio. Puedes repetir las tiradas para impactar fallidas en la fase de combate de las unidades <CAPÍTULO> amigas a 6" o menos de esta miniatura.

Líderes espirituales. Todas las unidades <CAPÍTULO> amigas a 6" o menos del Primaris Chaplain pueden usar el Liderazgo de este en lugar del suyo propio.

Rosarius. Esta miniatura tiene una salvación invulnerable de 4+.

CLAVES DE FACCIÓN

IMPERIUM, ADEPTUS ASTARTES, <CAPÍTULO>

CLAVES

PERSONAJE, INFANTERÍA, PRIMARIS, CHAPLAIN

DEUTSCH

Mit diesen Regeln kannst du deine neue Einheit gleich in die Schlacht führen – die vollständigen Regeln findest du im *Codex: Space Marines*.

PRIMARIS CHAPLAIN



NAME	B	KG	BF	S	W	LP	A	MW	RW
Primaris Chaplain	6"	2+	3+	4	4	5	4	9	3+

Ein Primaris Chaplain ist ein einzelnes Modell und mit Crozius Arcanum, Absolvor-Boltpistole, Fragmentgranaten und Sprenggranaten bewaffnet.

WAFFE	REICHW.	TYP	S	DS	SW	FÄHIGKEITEN
Absolvor-Boltpistole	16"	Pistole 1	5	-1	1	-
Crozius Arcanum	Nahkampf	Nahkampf	+1	-1	2	-
Fragmentgranate	6"	Granate W6	3	0	1	-
Sprenggranate	6"	Granate 1	6	-1	W3	-

FÄHIGKEITEN

Die keine Furcht kennen

Litaneien des Hasses: In der Nahkampfphase kannst du misslungene Trefferwürfe für befreundete <ORDEN>-Einheiten innerhalb von 6 Zoll um dieses Modell wiederholen.

Geistige Anführer: Alle befreundeten <ORDEN>-Einheiten innerhalb von 6 Zoll um dieses Modell können den Moralwert des Chaplains anstelle ihres eigenen verwenden.

Rosarius: Dieses Modell hat einen Rettungswurf von 4+.

FRAKTION

IMPERIUM, ADEPTUS ASTARTES, <ORDEN>

SCHLÜSSELWÖRTER

CHARAKTERMODELL, INFANTERIE, PRIMARIS, CHAPLAIN

ITALIANO

Queste regole base ti aiuteranno a portare la tua nuova unità sul campo di battaglia; per le regole complete vedi *Codex: Space Marines*.

PRIMARIS CHAPLAIN



NOME	M	AC	AB	Fd	R	Fe	A	D	S
Primaris Chaplain	6"	2+	3+	4	4	5	4	9	3+

Un Primaris Chaplain è un singolo modello armato di crozius arcanum, pistola requiem absolver, granate a frammentazione e granate perforanti.

ARMI	GITTATA	TIPO	Fd	VP	Da	ABILITÀ
Pistola requiem absolver	16"	Pistola 1	5	-1	1	-
Crozius arcanum	Mischia	Mischia	+1	-1	2	-
Granata a frammentazione	6"	Granata D6	3	0	1	-
Granata perforante	6"	Granata 1	6	-1	D3	-

ABILITÀ

Ed Essi Non Conosceranno la Paura

Litanie dell'Odio: puoi ripetere i tiri per colpire falliti nella fase di Combattimento delle unità di <CAPITOLO> amiche entro 6" da questo modello.

Leader Spirituali: tutte le unità di <Capitolo> amiche entro 6" da questo modello possono usare la Disciplina del Chaplain al posto della propria.

Rosarius: questo modello ha un tiro invulnerabilità di 4+.

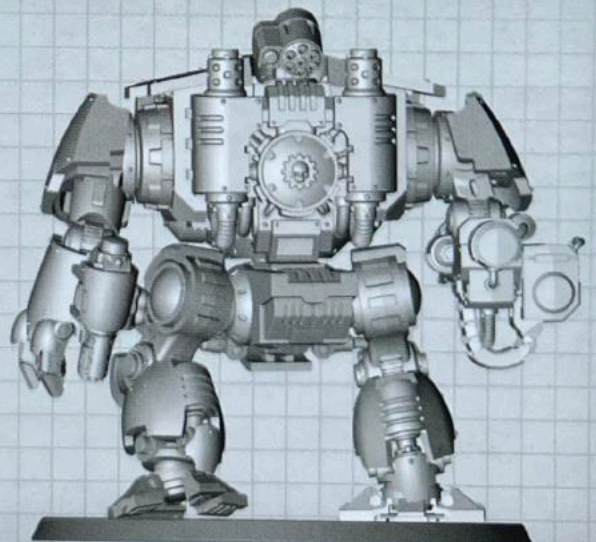
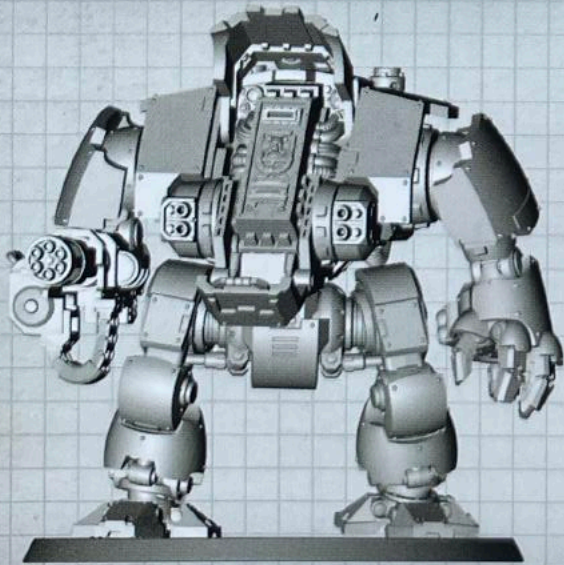
KEYWORDS DI FAZIONE

IMPERIUM, ADEPTUS ASTARTES, <CAPITOLO>

KEYWORDS

PERSONAGGIO, INFANTERIA, PRIMARIS, CHAPLAIN

REDEEMTOR DREADNOUGHT





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• **LIES DIES ZUERST** • LEGGI PRIMA QUESTO

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- **AVANT D'ASSEMBLER VOS FIGURINES, VEUILLEZ LIRE ATTENTIVEMENT LES INSTRUCTIONS DE CE LIVRET.** Une pince coupante est requise pour détacher chaque élément de sa grappe. Nous vous recommandons l'utilisation d'un grattoir pour ébarber les éléments. Pour l'assemblage, vous aurez également besoin de colle plastique. Games Workshop commercialise les Pinces de Précision Citadel, l'Ébarboir Citadel et la Colle Plastique Citadel, mais n'en recommande pas l'utilisation pour des enfants de moins de 16 ans sans la supervision d'un adulte.
- **POR FAVOR, LEE CUIDADOSAMENTE ESTE LIBRETO DE INSTRUCCIONES ANTES DE EMPEZAR A MONTAR LAS MINIATURAS.** Te harán falta unas tenazas para plástico a fin de separar las piezas de la matriz. También aconsejamos una herramienta para rebabas a fin de limpiar cada pieza. Para montar la miniatura necesitarás pegamento para plástico. Games Workshop vende Tenazas Citadel, Herramientas para rebabas Citadel y Pegamento para plástico Citadel, pero no recomienda estos productos a menores de 16 años sin la supervisión de un adulto.
- **VOR DEM ZUSAMMENBAU DER MINIATUREN BITTE DIE ANWEISUNGEN IN DIESER ANLEITUNG AUFMERKSAM DURCHLESEN.** Du benötigst einen Kunststoffseitenschneider, um die Kunststoffbauteile aus dem Gussrahmen herauszutrennen, und Kunststoffkleber, um die Miniatur zusammenzubauen. Außerdem empfehlen wir, die Bauteile vorher mit einem Gussgratentferner zu säubern. Games Workshop bietet Präzisions-Kunststoffseitenschneider von Citadel sowie Citadel-Kunststoffkleber an, empfiehlt aber, dass Kinder unter 16 Jahren diese nur unter Aufsicht eines Erwachsenen benutzen.
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• **EXPLANATION OF SYMBOLS** • **EXPLICATION DES SYMBOLES** • **EXPLICACIÓN DE SIMBOLOS**
• **ERLÄUTERUNG DER SYMBOLE** • **LEGENDA DEI SIMBOLI**



- Special instruction - Please read
- Instructions spéciales - Lire attentivement
- Instrucción especial: Por favor, léela
- Besondere Anweisung - Bitte lesen
- Istruzioni speciali - Leggi attentamente



- Do not glue the components
- Ne pas coller les éléments
- No pegar los componentes
- Bitte die Teile nicht kleben
- Non incollare i componenti



- Dry fit stage before gluing
- Tester avant de coller
- Comprobar el encaje antes de pegar
- Positionierung erst ohne Klebstoff ausprobieren
- Prova a secco prima di incollare



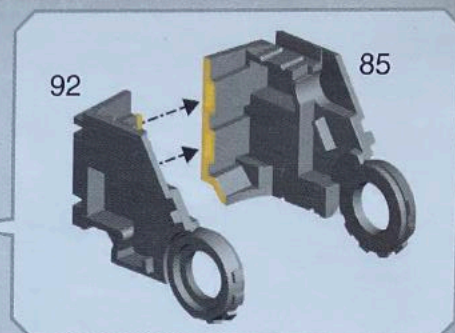
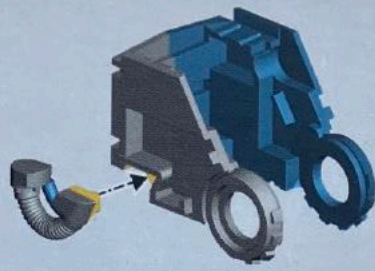
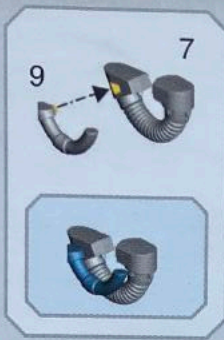
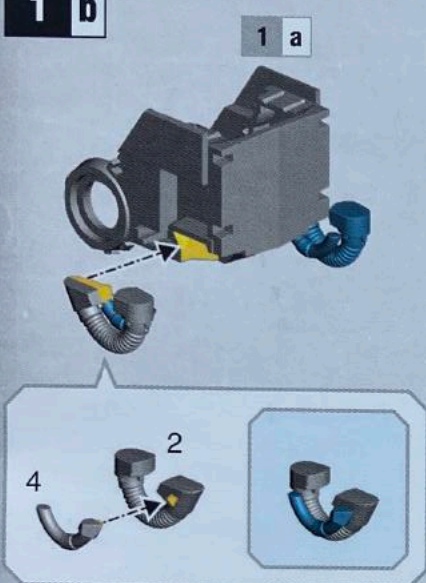
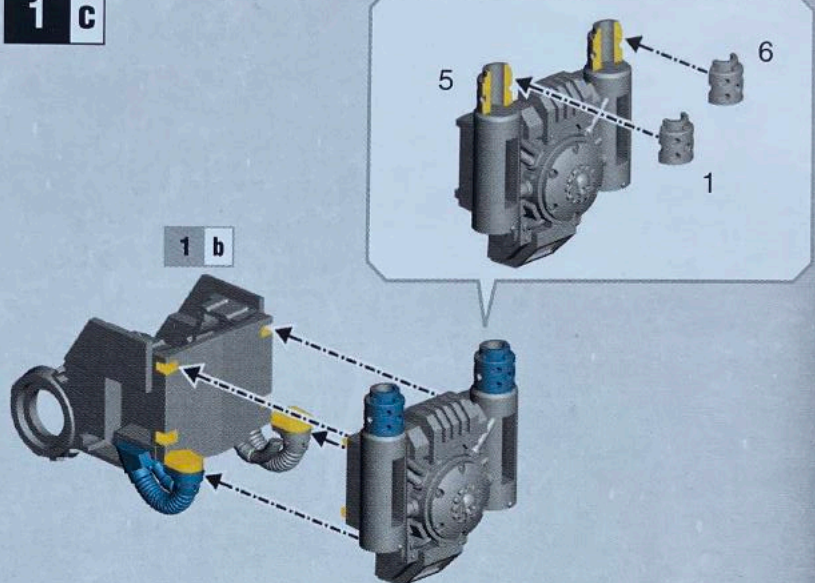
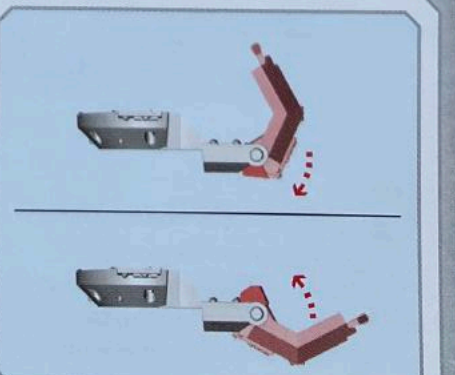
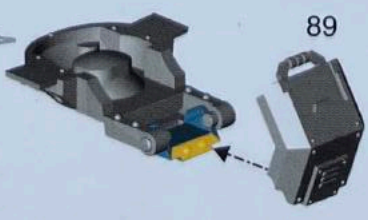
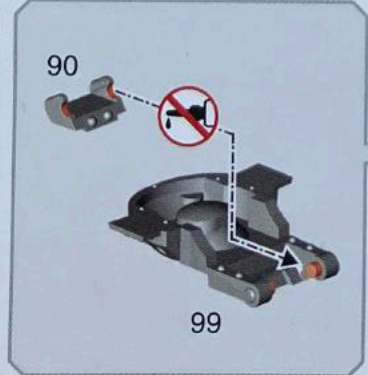
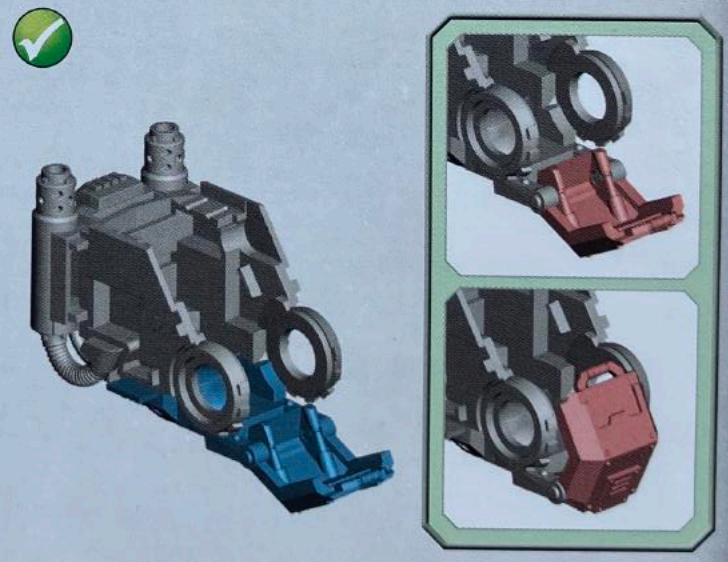
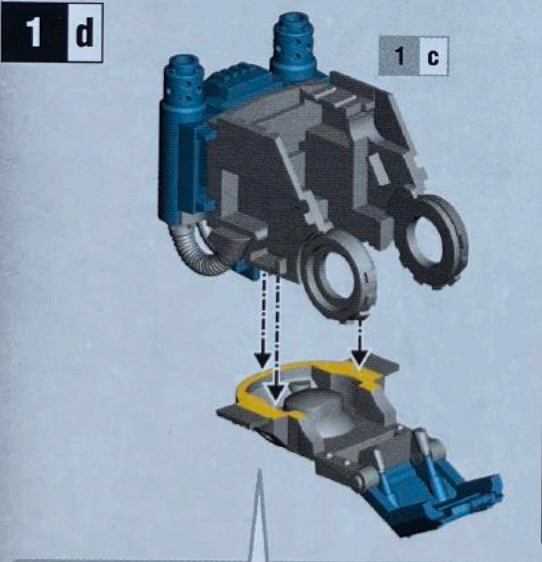
- Repeat process
- Répéter l'étape
- Repetir pasos
- Vorgang wiederholen
- Ripeti il processo



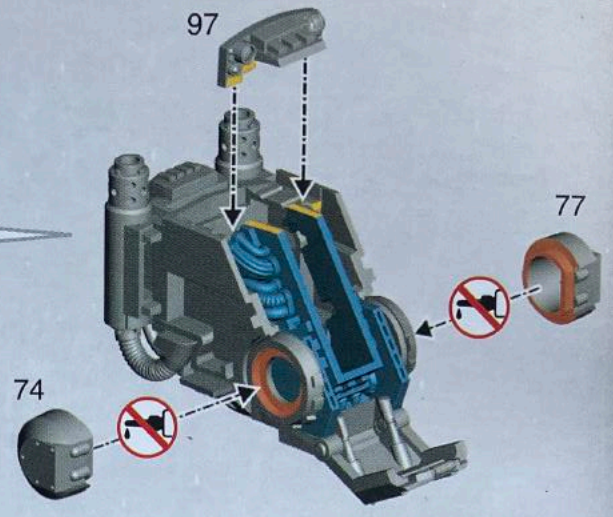
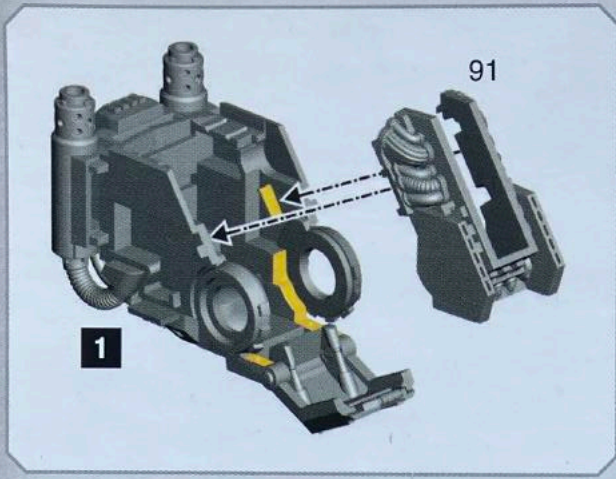
- Choice of parts
- Choix d'éléments
- Modelos de componentes
- Auswahl an Teilen
- Scelta di componenti



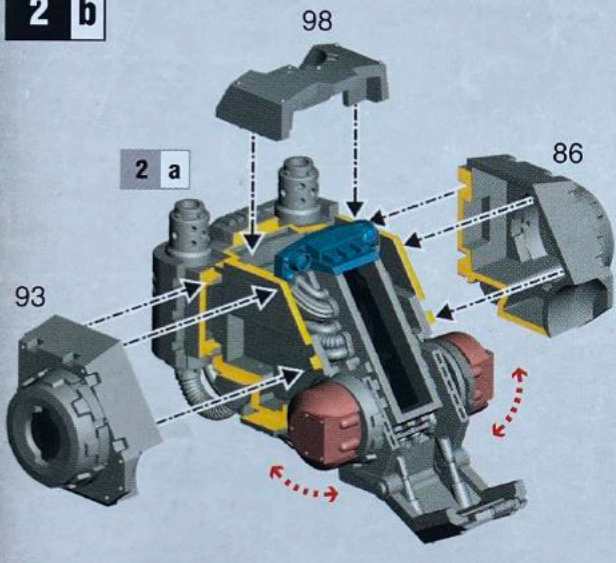
- Stage complete
- Étape terminée
- Paso completado
- Schritt abgeschlossen
- Fase completa

1 a**1 b****1 c****1 d**

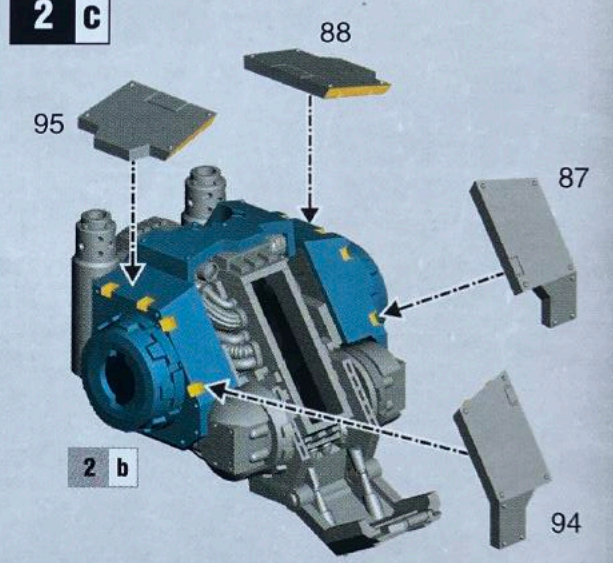
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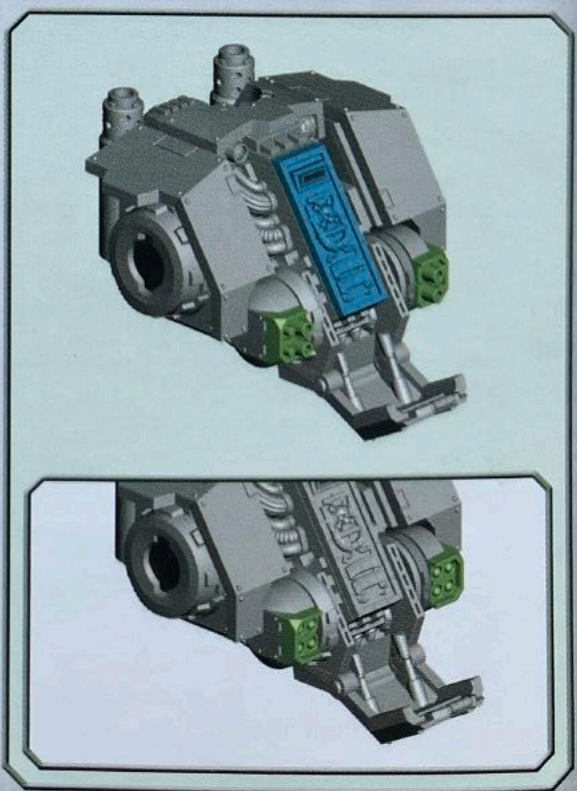
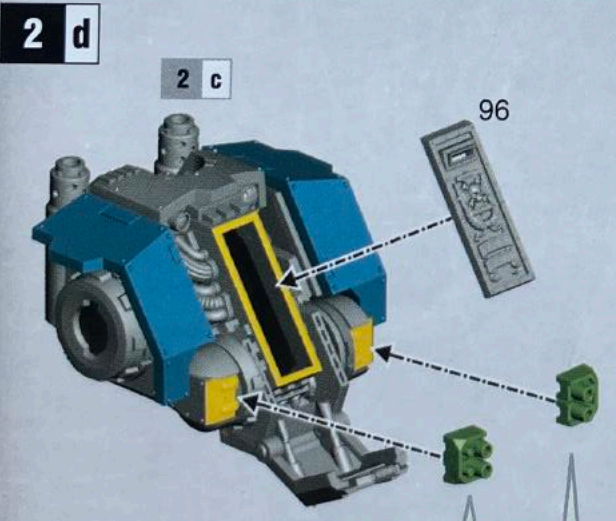
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2 c




2 d

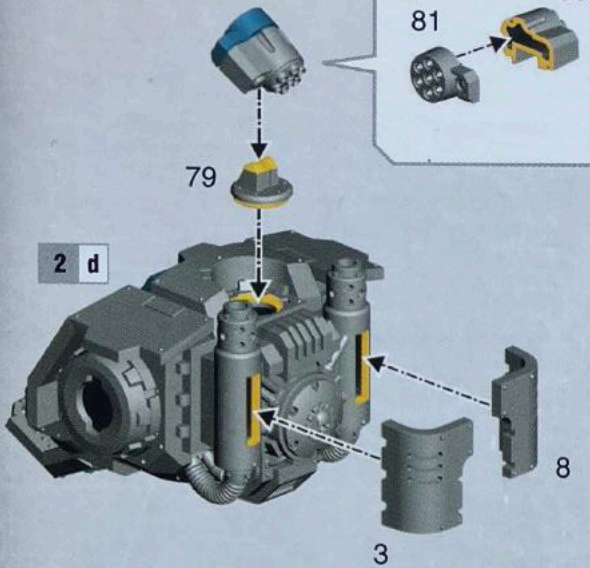


Storm bolters

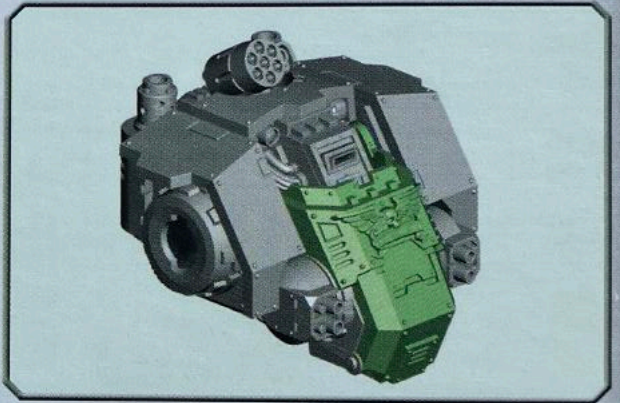
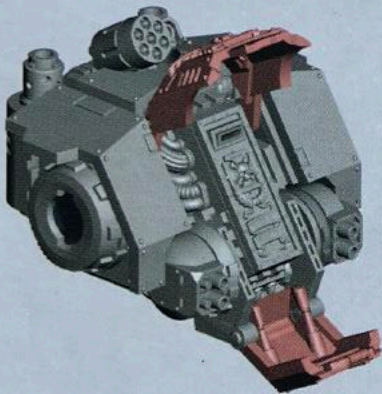
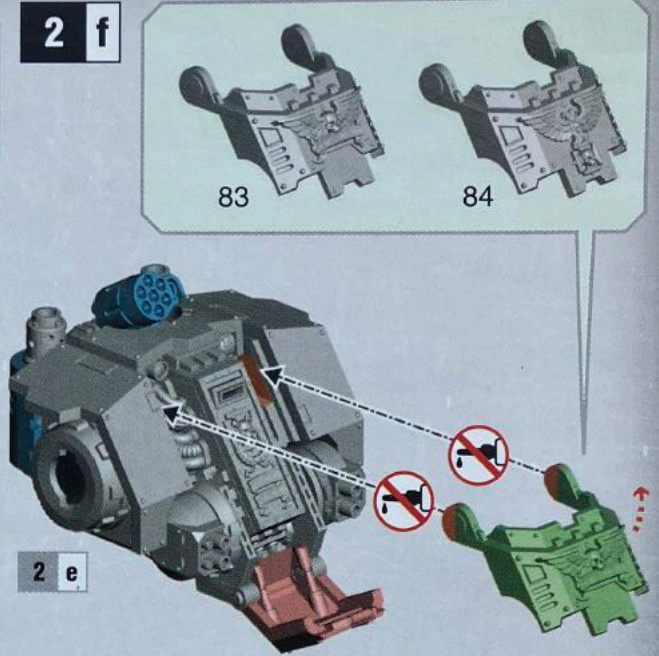
Fragstorm grenade launchers



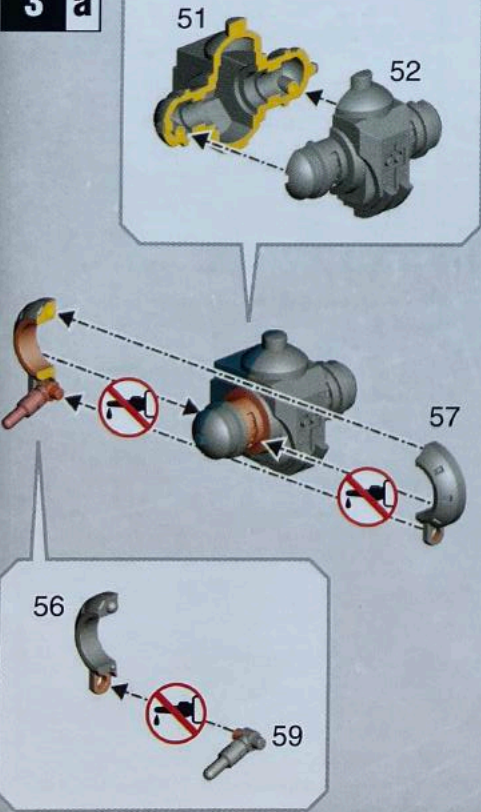
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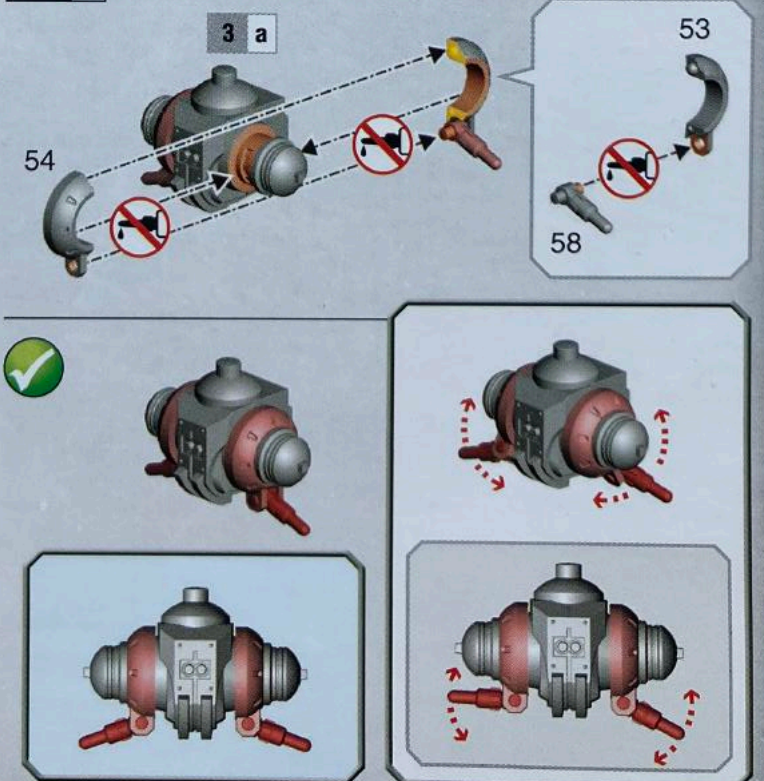
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3 a

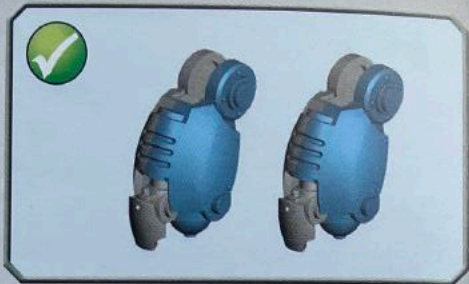
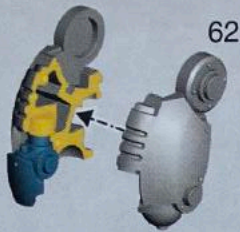
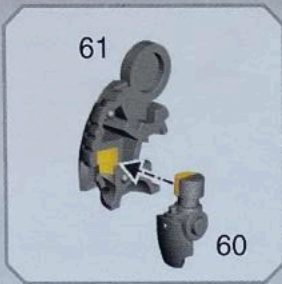


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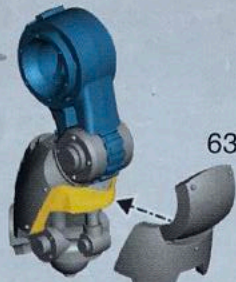
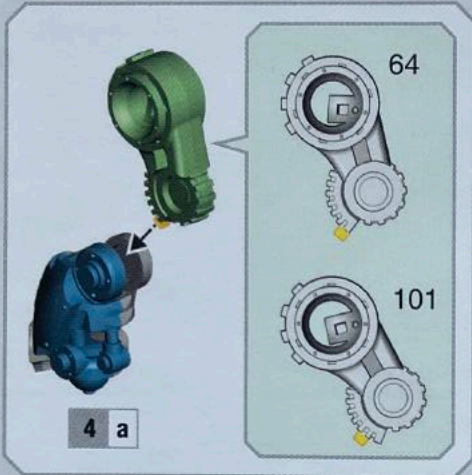
4 a

x2

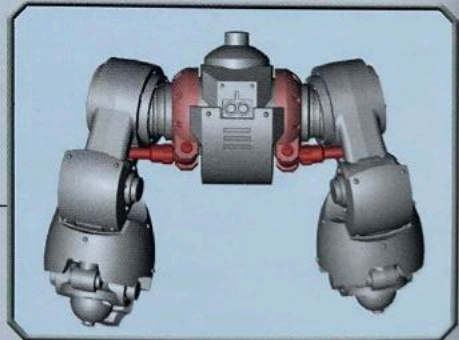
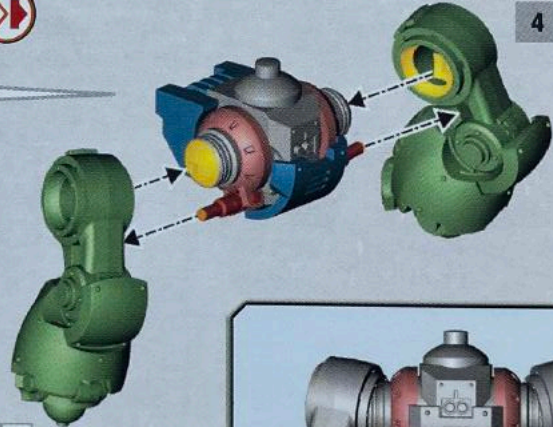
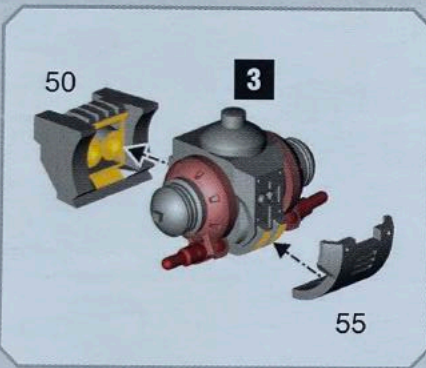


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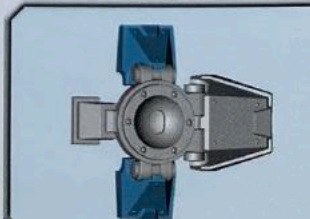
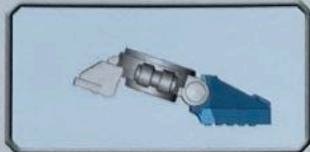
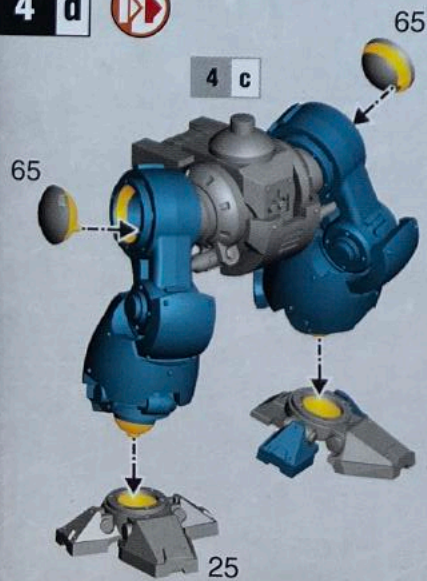
x2



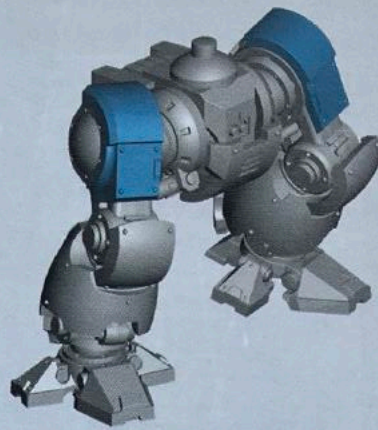
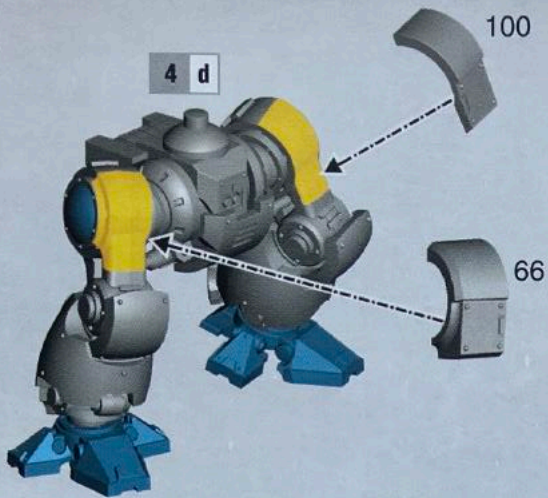
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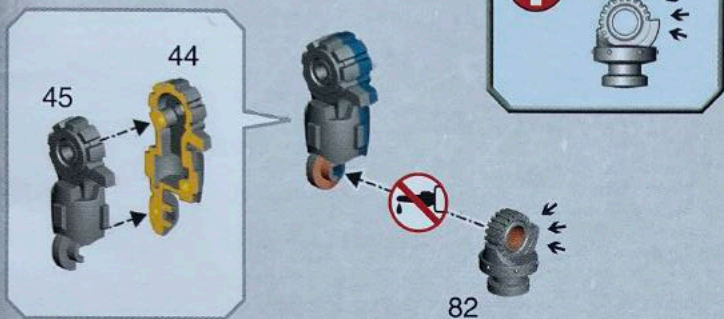
4 d



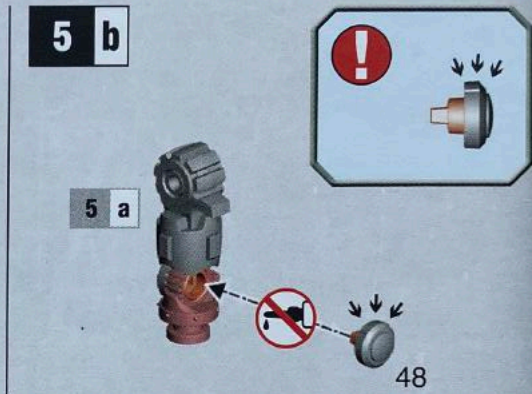
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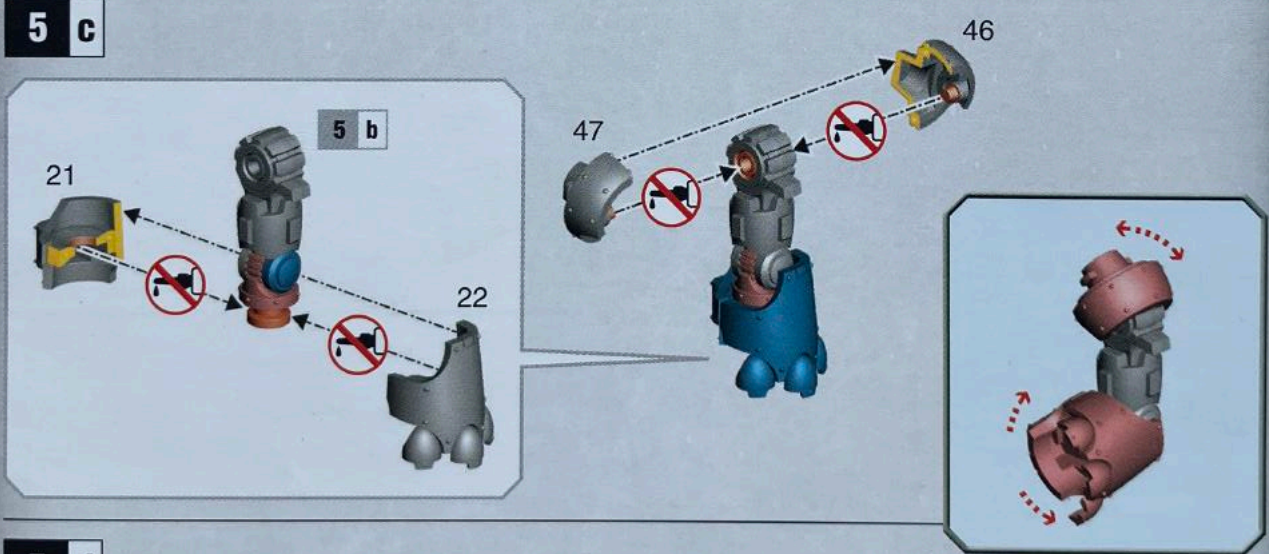
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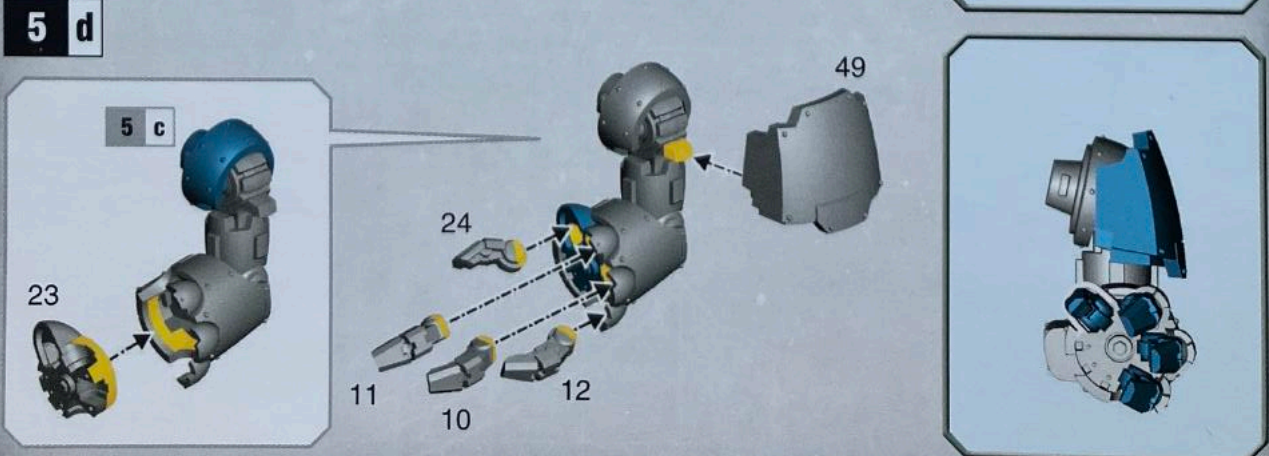
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Heavy flamer



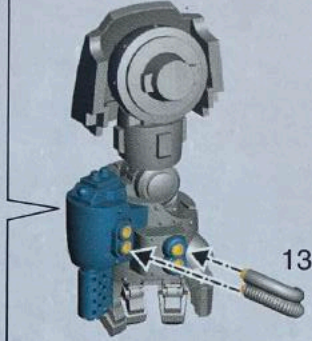
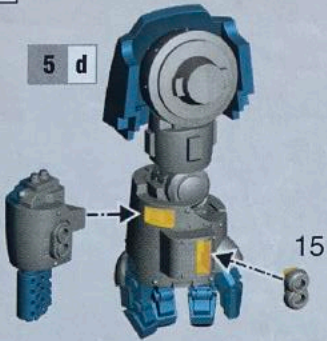
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Onslaught gatling cannon



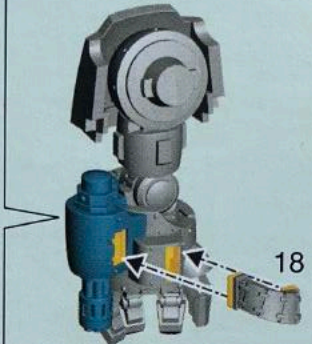
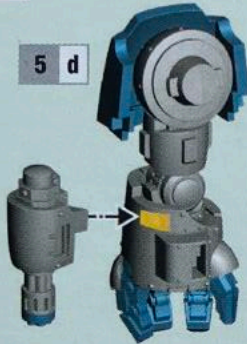
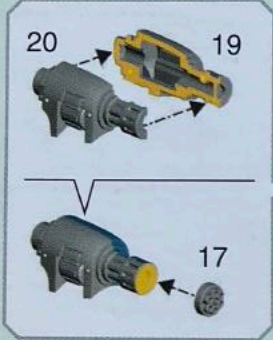
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6 a

Heavy onslaught gatling cannon

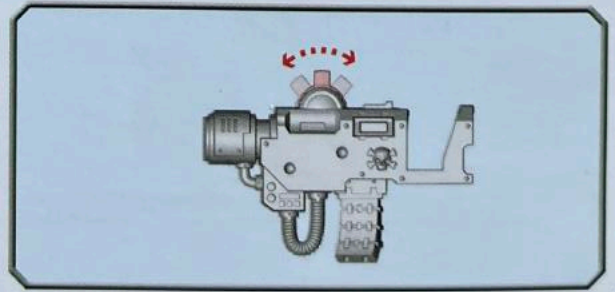
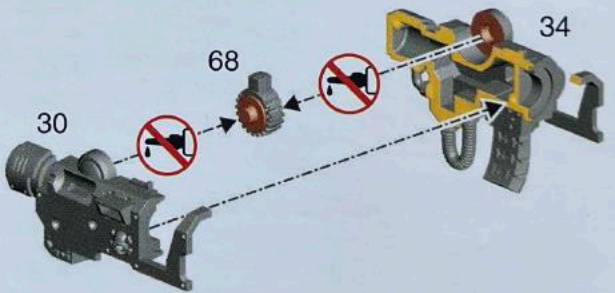
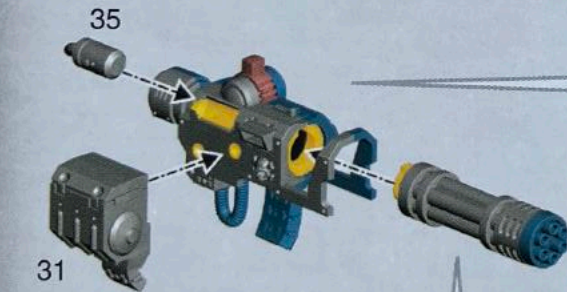
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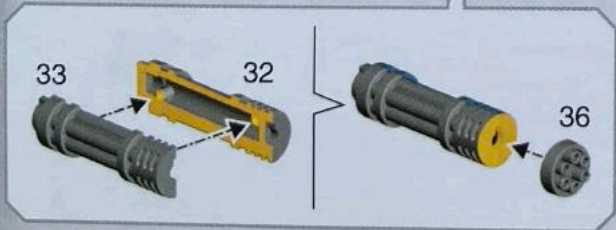
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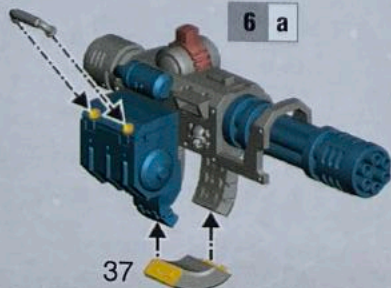


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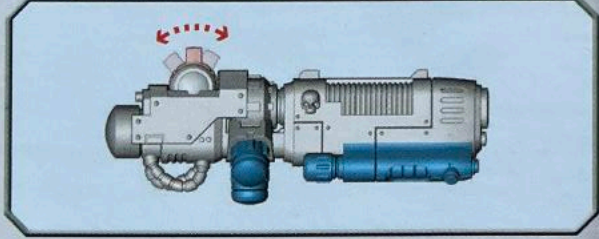
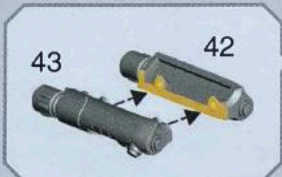
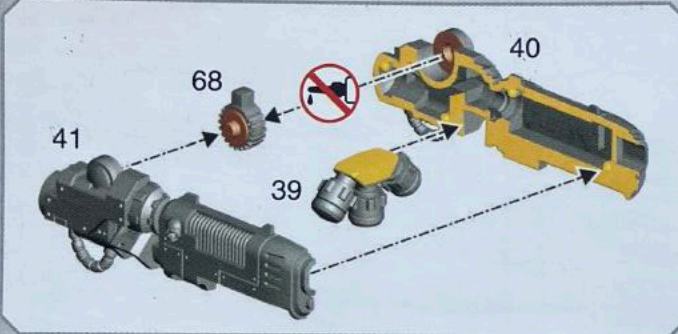
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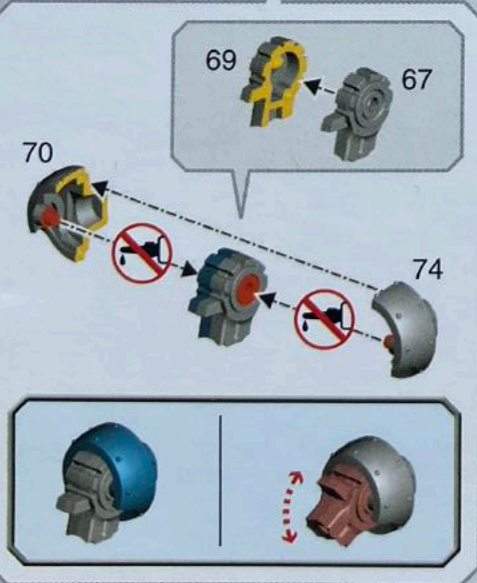
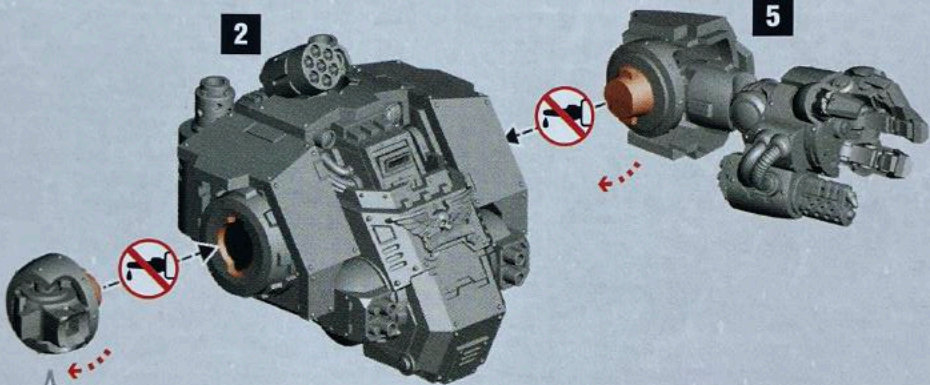


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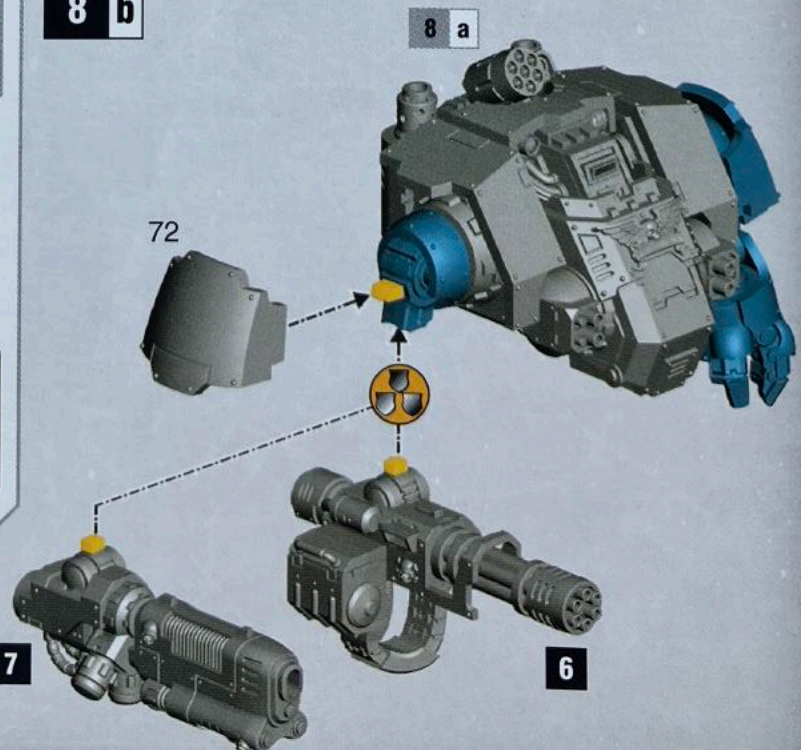
Macro plasma incinerator



8 a



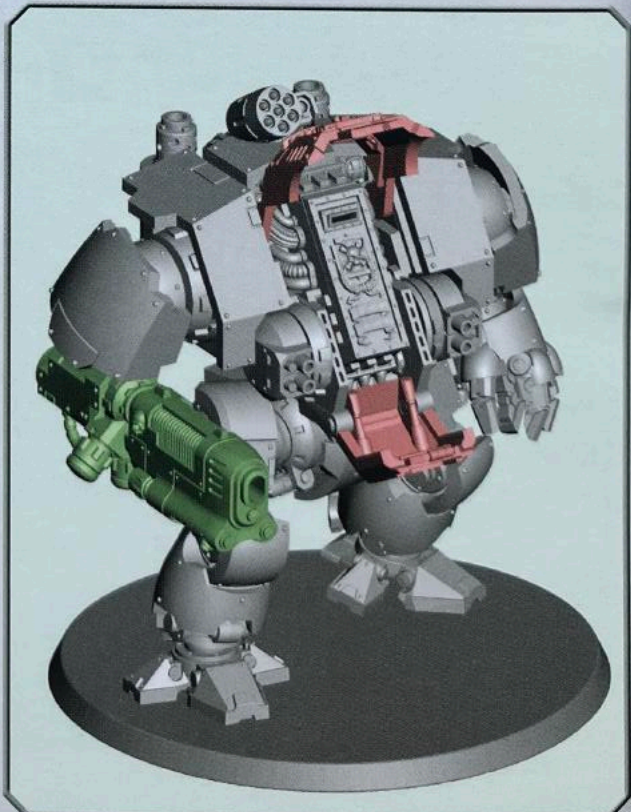
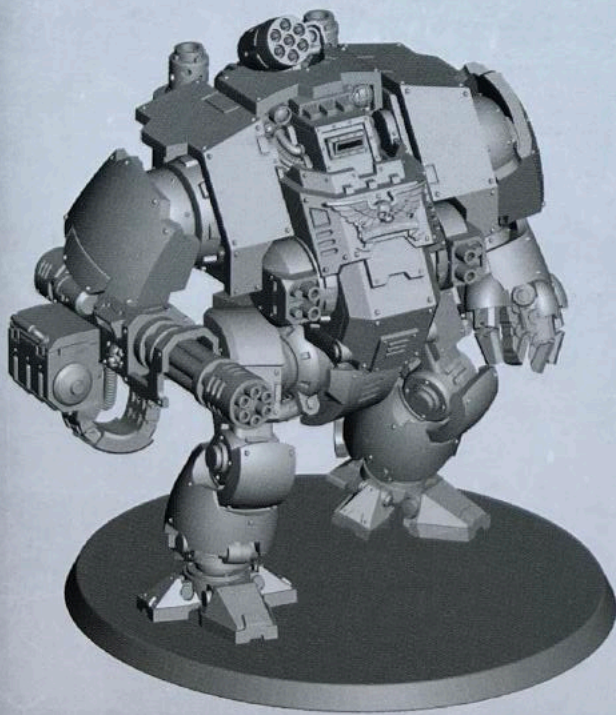
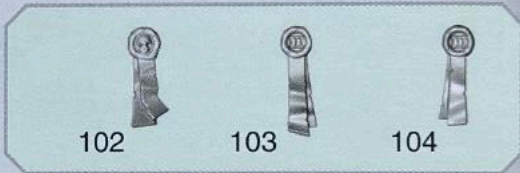
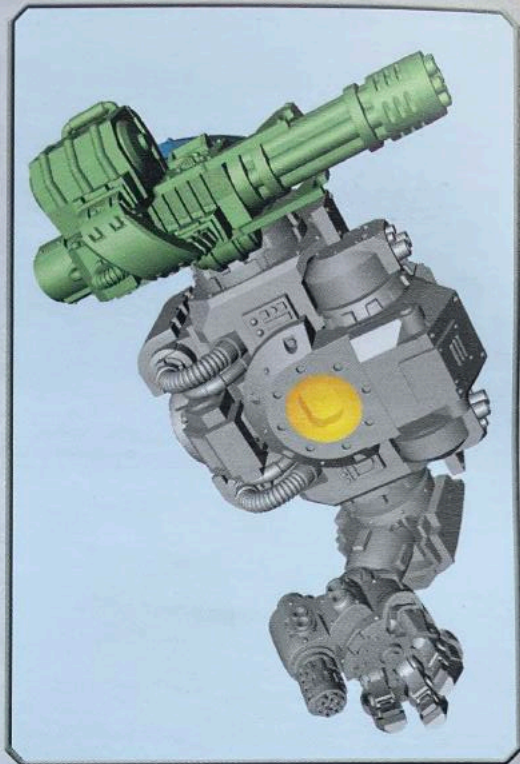
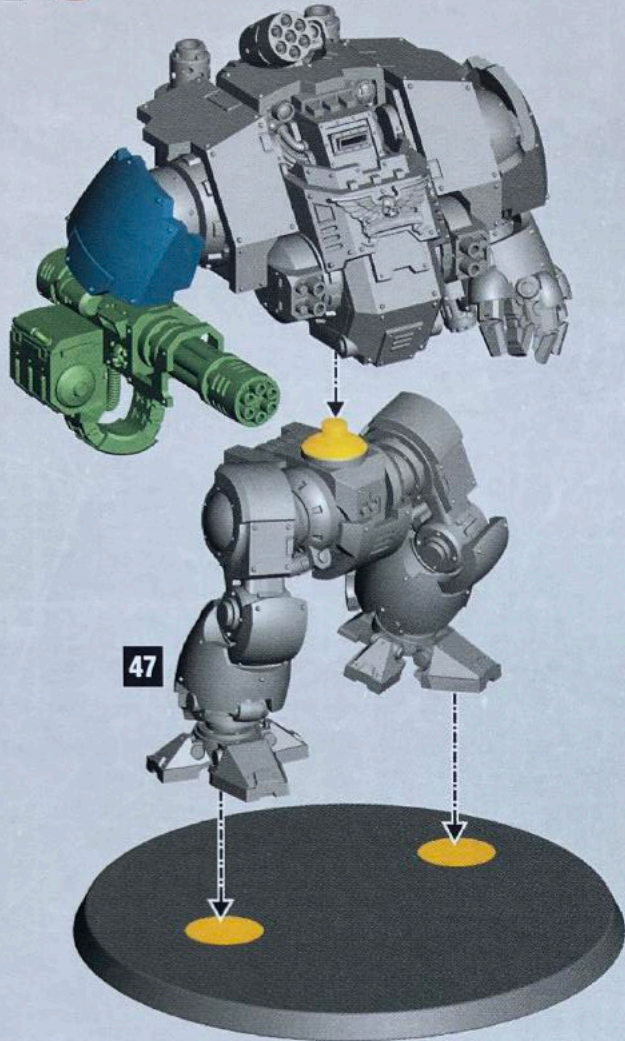
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8 b



These essential rules will get your new unit on the battlefield – for the full rules for this unit, see the Codex or Index book relevant to your army.

REDEMPTOR DREADNOUGHT



10
POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Redemptor Dreadnought	*	*	*	7	7	13	4	8	3+

A Redemptor Dreadnought is a single model equipped with a heavy onslaught gatling cannon, a heavy flamer, an Icarus rocket pod, two fragstorm grenade launchers and a Redemptor fist.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	WS
7-13+	8"	3+	3+
4-6	6"	4+	4+
1-3	4"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-
Icarus rocket pod	24"	Heavy D3	7	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Macro plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D6	8	-4	1	-
- Supercharge	36"	Heavy D6	9	-4	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Onslaught gatling cannon	24"	Heavy 6	5	-1	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Redemptor fist	Melee	Melee	x2	-3	D6	-

WARGEAR OPTIONS

- This model may replace its heavy flamer with an onslaught gatling cannon.
- This model may replace its heavy onslaught gatling cannon with a macro plasma incinerator.
- This model may replace its two fragstorm grenade launchers with two storm bolters.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, DREADNOUGHT, REDEMPTOR DREADNOUGHT

Ces règles rudimentaires vous permettent de jouer votre nouvelle unité. Pour les règles complètes, référez-vous au Codex ou à l'Index correspondant à votre armée.

REDEMPTOR DREADNOUGHT



10
PUISSANCE

NOM	M	CC	CT	F	E	PV	A	Cd	Sv
Redemptor Dreadnought	*	*	*	7	7	13	4	8	3+

Un Redemptor Dreadnought est une figurine individuelle équipée d'un canon gatling Onslaught lourd, d'un lance-flammes lourd, d'une nacelle lance-roquettes Icarus, de deux lance-grenades Fragstorm et d'un poing de Redemptor.

DÉGÂTS

Certaines caractéristiques changent si des dégâts sont subis, comme indiqué ci-dessous :

PV RESTANTS	M	CT	CC
7-13+	8"	3+	3+
4-6	6"	4+	4+
1-3	4"	5+	5+

ARME	PORTÉE	TYPE	F	PA	D	APTITUDES
Lance-grenades Fragstorm	18"	Assaut D6	4	0	1	-
Lance-flammes lourd	8"	Lourde D6	5	-1	1	Cette arme touche automatiquement sa cible.
Canon gatling Onslaught lourd	30"	Lourde 12	5	-1	1	-
Nacelle lance-roquettes Icarus	24"	Lourde D3	7	-1	1	Ajoutez 1 aux jets de touche pour cette arme contre les cibles qui ont le mot-clé VOL . Soustrayez 1 aux jets de touche pour cette arme contre toutes les autres cibles.
Macro-incinérateur à plasma	Lorsque vous attaquez avec cette arme, choisissez un des profils ci-dessous.					
- Standard	36"	Lourde D6	8	-4	1	-
- Surcharge	36"	Lourde D6	9	-4	2	Pour chaque jet de touche de 1, le porteur subit une blessure mortelle une fois tous les tirs de l'arme résolus.
Canon gatling Onslaught	24"	Lourde 6	5	-1	1	-
Bolter Storm	24"	Tir Rapide 2	4	0	1	-
Poing de Redemptor	Mêlée	Mêlée	x2	-3	D6	-

OPTIONS D'ÉQUIPEMENT

- Peut remplacer son lance-flammes lourd par un canon gatling Onslaught.
- Peut remplacer son canon gatling Onslaught lourd par un macro-incinérateur à plasma.
- Peut remplacer ses deux lance-grenades Fragstorm par deux bolters Storm.

APTITUDES

Explosion : Si cette figurine est réduite à 0 PV, jetez un D6 avant de la retirer du champ de bataille ; sur 6, elle explose, et chaque unité à 6" ou moins subit D6 blessures mortelles.

MOTS-CLÉS DE FACTION

IMPERIUM, ADEPTUS ASTARTES, <CHAPITRE>

MOTS-CLÉS

VÉHICULE, DREADNOUGHT, REDEMPTOR DREADNOUGHT

Estas reglas esenciales te permitirán desplegar tu nueva unidad en el campo de batalla. Para conseguir las reglas completas de esta unidad, consulta el Codex o Index relativo a tu ejército.

REDEMPTOR DREADNOUGHT



NOMBRE	M	HA	HP	F	R	H	A	L	S
Redemptor Dreadnought	*	*	*	7	7	13	4	8	3+

Un Redemptor Dreadnought es una sola miniatura equipada con un cañón pesado gatling de campaña, un lanzallamas pesado, una batería de cohetes Ícaro, dos lanzagranadas fragtormenta y un puño de Redemptor.

DAÑO

Ciertos atributos de esta miniatura cambian cuando sufre daño, como indica esta tabla:

H RESTANTES	M	HP	HA
7-13+	8"	3+	3+
4-6	6"	4+	4+
1-3	4"	5+	5+

ARMAS	ALC.	TIPO	F	FP	D	HABILIDADES
Lanzagranadas fragtormenta	18"	Asalto 1D6	4	0	1	-
Lanzallamas pesado	8"	Pesada 1D6	5	-1	1	Esta arma impacta en el blanco automáticamente.
Cañón pesado gatling de campaña	30"	Pesada 12	5	-1	1	-
Batería de cohetes Ícaro	24"	Pesada 1D3	7	-1	1	Suma 1 a las tiradas para impactar de esta arma contra blancos que puedan VOLAR . Resta 1 a las tiradas para impactar de esta arma contra todos los otros blancos.
Macroincinerador de plasma	Al atacar con esta arma, elige uno de los perfiles siguientes.					
- Normal	36"	Pesada 1D6	8	-4	1	-
- Sobrecarga	36"	Pesada 1D6	9	-4	2	Por cada 1 para impactar, el portador sufre 1 herida mortal tras resolver todos los disparos de esta arma.
Cañón gatling de campaña	24"	Pesada 6	5	-1	1	-
Bólter tormenta	24"	Fuego rápido 2	4	0	1	-
Puño de Redemptor	Com.	Combate	x2	-3	1D6	-

OPCIONES DE EQUIPO

- Esta miniatura puede cambiar el lanzallamas pesado por un cañón gatling de campaña.
- Esta miniatura puede cambiar el cañón pesado gatling de campaña por un macroincinerador de plasma.
- Esta miniatura puede cambiar los dos lanzagranadas fragtormenta por dos bólteres tormenta.

HABILIDADES

Explosión. Si las heridas de esta miniatura se reducen a 0, tira 1D6 antes de retirarla del campo de batalla; con un 6 explota, y cada unidad a 6" o menos sufre 1D6 heridas mortales.

CLAVES DE FACCIÓN

IMPERIUM, ADEPTUS ASTARTES, <CAPÍTULO>

CLAVES

VEHÍCULO, DREADNOUGHT, REDEMPTOR DREADNOUGHT

Mit diesen Regeln kannst du deine neue Einheit gleich in die Schlacht führen – die vollständigen Regeln findest du im Codex oder Index für deine Armee.

REDEMPTOR DREADNOUGHT



10
MACHT

NAME	B	KG	BF	S	W	LP	A	MW	RW
Redemptor Dreadnought	*	*	*	7	7	13	4	8	3+

Ein Redemptor Dreadnought ist ein einzelnes Modell, das mit einer Schwere Sturmgatlingkanone, einem Schwere Flammenwerfer, einem Icarus-Raketenmagazin, zwei Fragmentsturm-Granatwerfern und einer Redemptorfaust bewaffnet ist.

SCHADEN

Manche Werte dieses Modells ändern sich, wenn es in der Schlacht Schaden erleidet:

ÜBRIGE LP	B	BF	KG
7-13+	8"	3+	3+
4-6	6"	4+	4+
1-3	4"	5+	5+

WAFFE	REICHW.	TYP	S	DS	SW	FÄHIGKEITEN
Fragmentsturm-Granatwerfer	18"	Sturm W6	4	0	1	-
Icarus-Raketenmagazin	24"	Schwer W3	7	-1	1	Addiere 1 zu allen Trefferwürfen für diese Waffe gegen Ziele, die Fliegen können. Ziehe 1 von allen Trefferwürfen für diese Waffe gegen alle anderen Ziele ab.
Makro-Plasmabrenner	Wähle eines der folgenden Profile, wenn du mit dieser Waffe attackierst.					
- Standard	36"	Schwer W6	8	-4	1	-
- Überladung	36"	Schwer W6	9	-4	2	Für jeden Trefferwurf von 1 erleidet der Träger 1 tödliche Verwundung, nachdem alle Schüsse der Waffe abgehandelt wurden.
Schwere Sturmgatlingkanone	30"	Schwer 12	5	-1	1	-
Schwerer Flammenwerfer	8"	Schwer W6	5	-1	1	Diese Waffe trifft ihr Ziel automatisch.
Sturmbolter	24"	Schnellfeuer 2	4	0	1	-
Sturmgatlingkanone	24"	Schwer 6	5	-1	1	-
Redemptorfaust	Nahkampf	Nahkampf	x2	-3	W6	-

AUSRÜSTUNGSOPTIONEN

- Dieses Modell darf seinen Schwere Flammenwerfer durch eine Sturmgatlingkanone ersetzen.
- Dieses Modell darf seine Schwere Sturmgatlingkanone durch einen Makro-Plasmabrenner ersetzen.
- Dieses Modell darf seine zwei Fragmentsturm-Granatwerfer durch zwei Sturmbolter ersetzen.

FÄHIGKEITEN

Explosion: Wenn dieses Modell auf 0 Lebenspunkte reduziert wird, wirf einen W6, bevor du es vom Schlachtfeld entfernst. Bei einer 6 explodiert es und jede Einheit innerhalb von 6 Zoll erleidet W6 tödliche Verwundungen.

FRAKTION

IMPERIUM, ADEPTUS ASTARTES, <ORDEN>

SCHLÜSSELWÖRTER

FAHRZEUG, DREADNOUGHT, REDEMPTOR DREADNOUGHT

Queste regole base ti aiuteranno a portare sul campo di battaglia la tua nuova unità; per le regole complete consulta il Codex o l'Index corrispondente alla tua armata.

REDEMPTOR DREADNOUGHT



NOME	M	AC	AB	Fd	R	FE	A	D	S
Redemptor Dreadnought	*	*	*	7	7	13	4	8	3+

Un Redemptor Dreadnought è un singolo modello equipaggiato con cannone a ripetizione pesante onslaught, lanciafiamme pesante, gondola di razzi icarus, due lanciagranate fragstorm e maglio del Redemptor.

DANNI

Alcune caratteristiche di questo modello cambiano come segue man mano che subisce danni:

FE RIMANENTI	M	AB	AC
7-13+	8"	3+	3+
4-6	6"	4+	4+
1-3	4"	5+	5+

ARMI	GITTATA	TIPO	Fd	VP	Da	ABILITÀ
Lanciagranate fragstorm	18"	Assalto D6	4	0	1	-
Lanciafiamme pesante	8"	Pesante D6	5	-1	1	Quest'arma colpisce automaticamente il bersaglio.
Cannone a ripetizione pesante onslaught	30"	Pesante 12	5	-1	1	-
Gondola di razzi icarus	24"	Pesante D3	7	-1	1	Aggiungi 1 a tutti i tiri per colpire di quest'arma quando prendi di mira bersagli che possono VOLARE . Sottrai 1 dai tiri per colpire di quest'arma contro tutti gli altri bersagli.
Macro inceneritore plasma	Quando attacchi con quest'arma scegli uno dei profili in basso.					
- Standard	36"	Pesante D6	8	-4	1	-
- Sovraccarica	36"	Pesante 6	9	-4	2	Per ogni tiro per colpire pari a 1, il portatore subisce una ferita mortale dopo aver risolto tutti i colpi dell'arma.
Cannone a ripetizione onslaught	24"	Pesante 6	5	-1	1	-
Requiem d'assalto	24"	Cadenza Rapida 2	4	0	1	-
Maglio del Redemptor	Mischia	Mischia	x2	-3	D6	-

OPZIONI DI EQUIPAGGIAMENTO

- Sostituire il lanciafiamme pesante con un cannone a ripetizione onslaught.
- Sostituire il cannone a ripetizione pesante onslaught con un macro inceneritore plasma.
- Sostituire i due lanciagranate fragstorm con due requiem d'assalto.

ABILITÀ

Esplode: se questo modello viene ridotto a 0 ferite tira un dado prima di rimuoverlo dal campo di battaglia; con 6 esploce e ogni unità entro 6" subisce D6 ferite mortali.

KEYWORDS DI FAZIONE

IMPERIUM, ADEPTUS ASTARTES, <CAPITOLO>

KEYWORDS

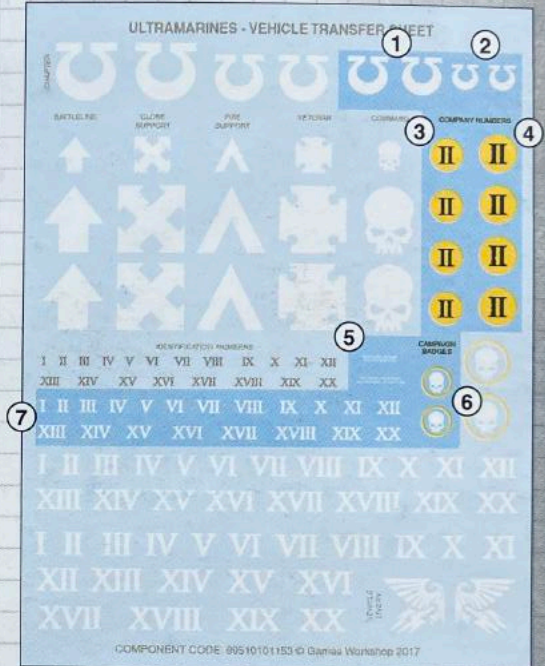
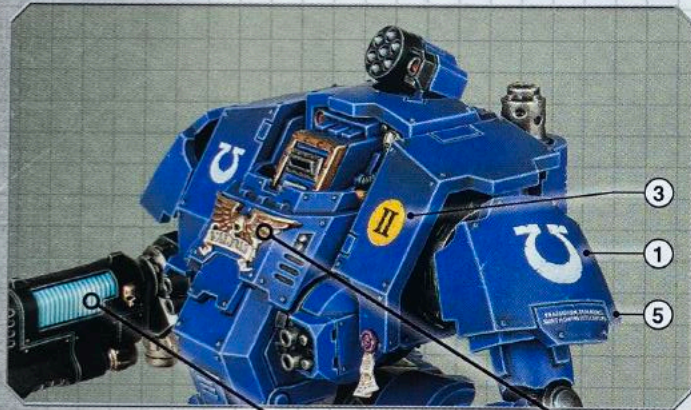
VEICOLO, DREADNOUGHT, REDEMPTOR DREADNOUGHT

REDEEMTOR DREADNOUGHT



BASE MACRAGGE BLUE
SHADE DRAKENHOF NIGHTSHADE
LAYER CALGAR BLUE
LAYER FENRISIAN GREY

BASE LEADBELCHER
SHADE AGRAX EARTHSHADE
SHADE DRUCHII VIOLET
LAYER STORMHOST SILVER



BASE BALTHASAR GOLD
SHADE AGRAX EARTHSHADE
LAYER GEHENNA'S GOLD
LAYER STORMHOST SILVER

BASE CALEDOR SKY
LAYER TEMPLE GUARD BLUE
EDGE BAHARROTH BLUE
LAYER WHITE SCAR

BASE RETRIBUTOR ARMOUR
SHADE REIKLAND FLESHSHADE
LAYER SYCORAX BRONZE
LAYER STORMHOST SILVER

BASE LEADBELCHER
SHADE NULN OIL
LAYER IRONBREAKER

PRIMARIS INTERCESSORS



ULTRAMARINES - INFANTRY TRANSFER SHEET

1

2

3

4

5

LEUTENANT COMMAND

5000

COMPONENT CODE: 89510101132 © Games Workshop 2017

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20



• **READ THIS FIRST** • À LIRE EN PREMIER • LEER ANTES DE MONTAR
• LIES DIES ZUERST • LEGGI PRIMA QUESTO

- **BEFORE ASSEMBLING YOUR MINIATURES PLEASE READ THROUGH THE INSTRUCTIONS IN THIS BOOKLET CAREFULLY.** A pair of plastic cutters is required to remove the plastic components in this kit from their frame. We advise using a mouldline scraping tool to clean up the parts. To assemble your model you will need plastic glue. Games Workshop sells Citadel Fine Detail Cutters, Citadel Mouldline Remover and Citadel Plastic Glue, but does not recommend these products for use by children under the age of 16 without adult supervision.
- **AVANT D'ASSEMBLER VOS FIGURINES, VEUILLEZ LIRE ATTENTIVEMENT LES INSTRUCTIONS DE CE LIVRET.** Une pince coupante est requise pour détacher chaque élément de sa grappe. Nous vous recommandons l'utilisation d'un grattoir pour ébarber les éléments. Pour l'assemblage, vous aurez également besoin de colle plastique. Games Workshop commercialise les Pinces de Précision Citadel, l'Ébarboir Citadel et la Colle Plastique Citadel, mais n'en recommande pas l'utilisation pour des enfants de moins de 16 ans sans la supervision d'un adulte.
- **POR FAVOR, LEE CUIDADOSAMENTE ESTE LIBRETO DE INSTRUCCIONES ANTES DE EMPEZAR A MONTAR LAS MINIATURAS.** Te harán falta unas tenazas para plástico a fin de separar las piezas de la matriz. También aconsejamos una herramienta para rebabas a fin de limpiar cada pieza. Para montar la miniatura necesitarás pegamento para plástico. Games Workshop vende Tenazas Citadel, Herramientas para rebabas Citadel y Pegamento para plástico Citadel, pero no recomienda estos productos a menores de 16 años sin la supervisión de un adulto.
- **VOR DEM ZUSAMMENBAU DER MINIATUREN BITTE DIE ANWEISUNGEN IN DIESER ANLEITUNG AUFMERKSAM DURCHLESEN.** Du benötigst einen Kunststoffseitenschneider, um die Kunststoffbauteile aus dem Gussrahmen herauszutrennen, und Kunststoffkleber, um die Miniatur zusammenzubauen. Außerdem empfehlen wir, die Bauteile vorher mit einem Gussgratentferner zu säubern. Games Workshop bietet Präzisions-Kunststoffseitenschneider von Citadel sowie Citadel-Kunststoffkleber an, empfiehlt aber, dass Kinder unter 16 Jahren diese nur unter Aufsicht eines Erwachsenen benutzen.
- **PRIMA DI ASSEMBLARE LE TUE MINIATURE LEGGI ATTENTAMENTE TUTTE LE ISTRUZIONI DI QUESTO LIBRETTO.** Sono necessarie un paio di tronchesine per plastica per staccare i componenti dai loro sprue. Consigliamo di usare un attrezzo apposito per pulire i componenti. Per assemblare il modello avrai bisogno di colla per plastica. Games Workshop vende Tronchesine di precisione Citadel, Attrezzo per ripulire Citadel e Colla per plastica Citadel, ma non consiglia questi prodotti ad un pubblico minore di 16 anni senza la supervisione di un adulto.

• **EXPLANATION OF SYMBOLS** • **EXPLICATION DES SYMBOLES** • **EXPLICACIÓN DE SÍMBOLOS**
• **ERLÄUTERUNG DER SYMBOLE** • **LEGENDA DEI SIMBOLI**



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- Choice of parts
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- Dry fit stage before gluing
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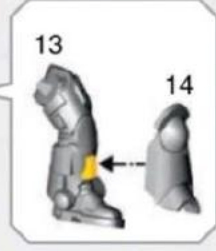
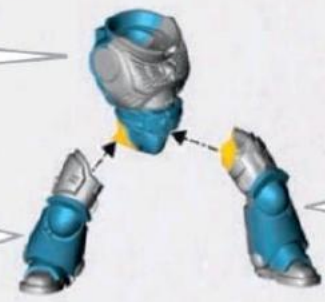
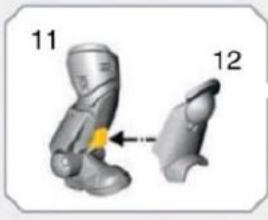
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- Stage complete
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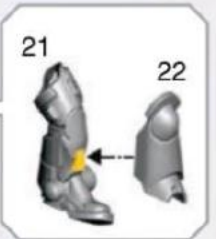
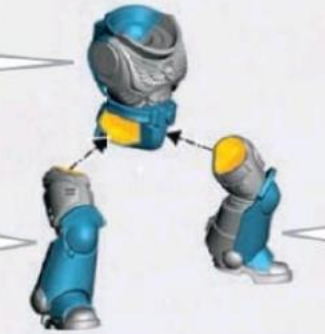
1 a

x2



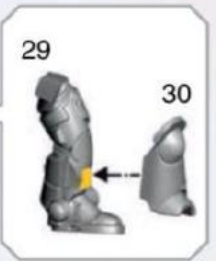
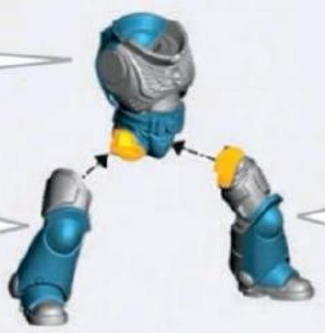
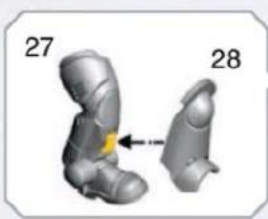
1 b

x2



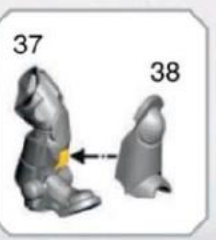
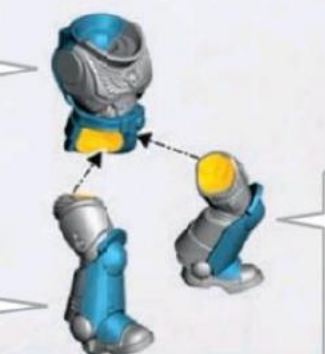
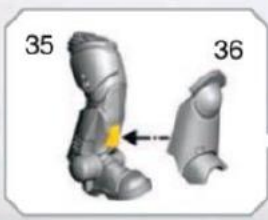
1 c

x2



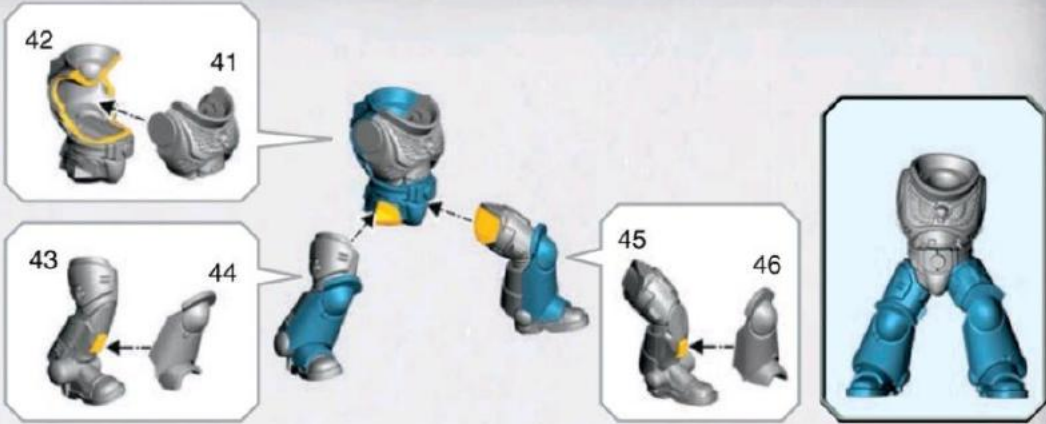
1 d

x2



1 e

x2



1 f

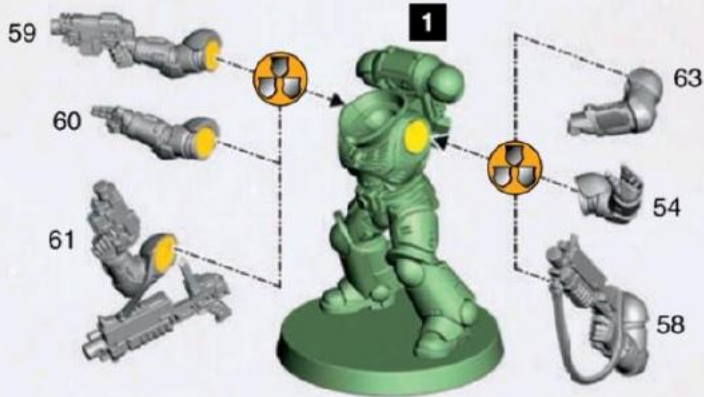
x10



2 INTERCESSOR SERGEANT

x1

2 a



2 b



2 c

Bolt rifle

64 x2 65 x4 66 x4

Auto bolt rifle **Stalker bolt rifle**

67 x10 68 x10



2 d

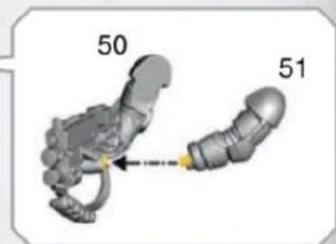
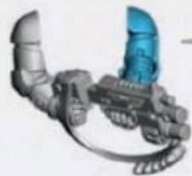
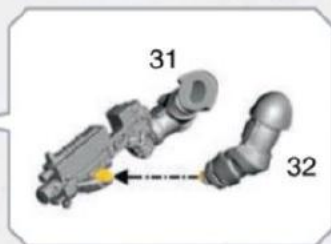
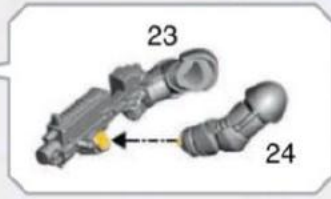
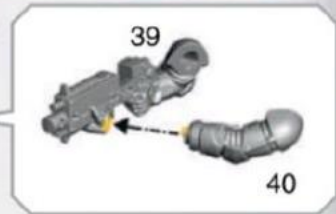
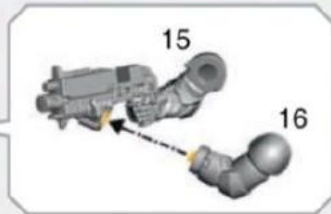


75
76
2 d



78 x2	79 x2	80 x4	81 x6	82 x4	83 x6	84 x2	85 x2					
86 x2	87 x2	88 x2	89 x2	90 x2	91 x2	97 x4	98 x4	92 x2	93 x2	94 x2	95 x2	96 x2

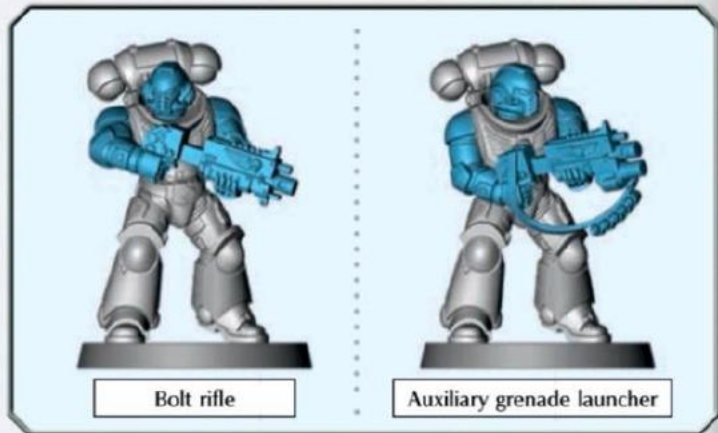
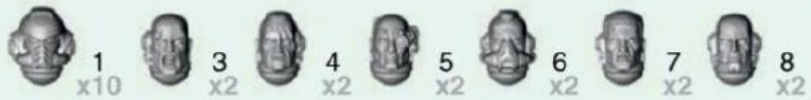
3 a



Auxiliary grenade launcher

3 b

x9



Bolt rifle

Auxiliary grenade launcher



3 c

x9

-  69
-  70
-  71
-  72
-  73
-  74
-  77



3 b



Bolt rifle

Auto bolt rifle

Stalker bolt rifle



64 x2



65 x4



66 x4



67 x10



68 x10

3 d

x9



3 c



80 x4



81 x6



82 x4



83 x6



84 x2



85 x2



86 x2



87 x2



88 x2



89 x2



90 x2



91 x2



78 x2



79 x2



92 x2



93 x2



94 x2



95 x2



96 x2

7



These essential rules will get your new unit on the battlefield – for the full rules for this unit, see the Codex or Index book relevant to your army.

INTERCESSOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Intercessor	6"	3+	3+	4	4	2	2	7	3+
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+

This unit contains 1 Intercessor Sergeant and 4 Intercessors. It can include up to 5 additional Intercessors (**Power Rating +5**). Each model is armed with a bolt rifle, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto bolt rifle	24"	Assault 2	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Stalker bolt rifle	36"	Heavy 1	4	-2	1	-
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- All models in the unit may replace their bolt rifle with an auto bolt rifle or stalker bolt rifle.
- For every five models in the unit, one may take an auxiliary grenade launcher.
- The Intercessor Sergeant may take a power sword.

ABILITIES

And They Shall Know No Fear

Auxiliary Grenade Launcher: If a model is armed with an auxiliary grenade launcher, increase the range of any Grenade weapons they have to 30".

Combat Squads: Before any models are deployed at the start of the game, an Intercessor Squad containing 10 models may be split into two units, each containing 5 models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

INFANTRY, PRIMARIS, INTERCESSOR SQUAD

Queste regole base ti aiuteranno a portare sul campo di battaglia la tua nuova unità; per le regole complete consulta il Codex o l'Index corrispondente alla tua armata.

INTERCESSOR SQUAD



NOME	M	AC	AB	Fd	R	Fe	A	D	S
Intercessor	6"	3+	3+	4	4	2	2	7	3+
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+

Questa unità include 1 Intercessor Sergeant e 4 Intercessors. Può comprendere fino a 5 Intercessors addizionali (**Valore di Potenza +5**). Ogni modello è armato con fucile requiem a lunga gittata, pistola requiem, granate a frammentazione e granate perforanti.

ARMI	GITTATA	TIPO	Fd	VP	Da	ABILITÀ
Fucile requiem a lunga gittata automatico	24"	Assalto 2	4	0	1	-
Pistola requiem	12"	Pistola 1	4	0	1	-
Fucile requiem a lunga gittata	30"	Cadenza Rapida 1	4	-1	1	-
Fucile requiem a lunga gittata stalker	36"	Pesante 1	4	-2	1	-
Granata a frammentazione	6"	Granata D6	3	0	1	-
Granata perforante	6"	Granata 1	6	-1	D3	-
Spada potenziata	Mischia	Mischia	Mod.	-3	1	-

OPZIONI DI EQUIPAGGIAMENTO

- Tutti i modelli dell'unità possono sostituire il fucile requiem a lunga gittata con un fucile requiem a lunga gittata automatico o un fucile requiem a lunga gittata stalker.
- Ogni cinque modelli nell'unità, uno può prendere un lanciagranate ausiliario.
- L'Intercessor Sergeant può prendere una spada potenziata.

ABILITÀ

Ed Essi Non Conosceranno la Paura

Lanciagranate Ausiliario: se un modello è armato con lanciagranate ausiliario, aumenta a 30" la gittata di qualsiasi arma Granata di cui è dotato.

Squadre da Combattimento: prima che qualsiasi modello venga schierato all'inizio della partita, un'Intercessor Squad composta da 10 modelli può essere divisa in due unità, ciascuna da 5 modelli.

KEYWORDS DI FAZIONE

IMPERIUM, ADEPTUS ASTARTES, <CAPITOLO>

KEYWORDS

FANTERIA, PRIMARIS, INTERCESSOR SQUAD

Estas reglas esenciales te permitirán desplegar tu nueva unidad en el campo de batalla. Para conseguir las reglas completas de esta unidad, consulta el Codex o Index relativo a tu ejército.

INTERCESSOR SQUAD



NOMBRE	M	HA	HP	F	R	H	A	L	S
Intercessor	6"	3+	3+	4	4	2	2	7	3+
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+

Esta unidad consta de 1 Intercessor Sergeant y 4 Intercessors. Puede incluir hasta 5 Intercessors adicionales (**Potencia de unidad +5**). Cada miniatura está armada con un rifle bólter, una pistola bólter, granadas frag y granadas perforantes.

ARMAS	ALCANCE	TIPO	F	FP	D	HABILIDADES
Rifle bólter automático	24"	Asalto 2	4	0	1	-
Pistola bólter	12"	Pistola 1	4	0	1	-
Rifle bólter	30"	Fuego rápido 1	4	-1	1	-
Rifle bólter Silencio	36"	Pesada 1	4	-2	1	-
Granada frag	6"	Granada 1D6	3	0	1	-
Granada perforante	6"	Granada 1	6	-1	1D3	-
Espada de energía	Com.	Combate	Port.	-3	1	-

OPCIONES DE EQUIPO

- Todas las miniaturas de la unidad pueden cambiar el rifle bólter por un rifle bólter automático o rifle bólter Silencio.
- Por cada cinco miniaturas de la unidad, una puede elegir un lanzagranadas auxiliar.
- El Intercessor Sergeant puede elegir una espada de energía.

HABILIDADES

Y no conocerán el miedo.

Lanzagranadas auxiliar. Si una miniatura está equipada con un lanzagranadas auxiliar, el alcance de todas sus armas tipo Granada aumenta a 30".

Escuadras de combate. Antes de desplegar ninguna miniatura al inicio del juego, cada Intercessor Squad que conste de 10 miniaturas puede dividirse en dos unidades de 5 miniaturas cada una.

CLAVES DE FACCIÓN

IMPERIUM, ADEPTUS ASTARTES, <CAPÍTULO>

CLAVES

INFANTERÍA, PRIMARIS, INTERCESSOR SQUAD

Mit diesen Regeln kannst du deine neue Einheit gleich in die Schlacht führen – die vollständigen Regeln findest du im Codex oder Index für deine Armee.

INTERCESSOR SQUAD



NAME	B	KG	BF	S	W	LP	A	MW	RW
Intercessor	6"	3+	3+	4	4	2	2	7	3+
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+

Diese Einheit besteht aus 1 Intercessor Sergeant und 4 Intercessors. Sie kann bis zu 5 zusätzliche Intercessors enthalten (**Macht +5**). Jedes Modell ist mit einem Boltgewehr, einer Boltpistole, Fragmentgranaten und Sprenggranaten ausgerüstet.

WAFFE	REICHW.	TYP	S	DS	SW	FÄHIGKEITEN
Boltgewehr	30"	Schnellfeuer 1	4	-1	1	-
Boltpistole	12"	Pistole 1	4	0	1	-
Stalker-Boltgewehr	36"	Schwer 1	4	-2	1	-
Sturmboltgewehr	24"	Sturm 2	4	0	1	-
Energieschwert	Nahkampf	Nahkampf	Träger	-3	1	-
Fragmentgranate	6"	Granate W6	3	0	1	-
Sprenggranate	6"	Granate 1	6	-1	W3	-

- AUSRÜSTUNGSOPTIONEN**
- Alle Modelle der Einheit dürfen das Boltgewehr durch ein Sturmboltgewehr oder ein Stalker-Boltgewehr ersetzen.
 - Für je fünf Modelle in der Einheit darf eines einen Unterlauf-Granatwerfer erhalten.
 - Der Intercessor Sergeant darf ein Energieschwert erhalten.

- FÄHIGKEITEN**
- Die keine Furcht kennen**
- Kampftrupps:** Bevor zu Beginn des Spiels Modelle aufgestellt werden, kann ein Intercessor Squad, das 10 Modelle enthält, in zwei Einheiten aufgeteilt werden, die jeweils 5 Modelle enthalten.
- Unterlauf-Granatwerfer:** Wenn ein Modell mit einem Unterlauf-Granatwerfer ausgerüstet ist, erhöht sich die Reichweite aller Granaten, die es hat, auf 30 Zoll.

FRAKTION IMPERIUM, ADEPTUS ASTARTES, <ORDEN>

SCHLÜSSELWÖRTER INFANTERIE, PRIMARIS, INTERCESSOR SQUAD

Ces règles rudimentaires vous permettent de jouer votre nouvelle unité. Pour les règles complètes, référez-vous au Codex ou à l'Index correspondant à votre armée.

INTERCESSOR SQUAD



NOM	M	CG	GT	F	E	PV	A	Gd	Sv
Intercessor	6"	3+	3+	4	4	2	2	7	3+
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+

Cette unité contient 1 Intercessor Sergeant et 4 Intercessors. Elle peut inclure jusqu'à 5 Intercessors additionnels (**Rang de Puissance +5**). Chaque figurine est armée d'un fusil bolter, d'un pistolet bolter, de grenades Frag et de grenades Krak.

ARME	PORTÉE	TYPE	F	PA	D	APTITUDES
Fusil bolter automatique	24"	Assaut 2	4	0	1	-
Pistolet bolter	12"	Pistolet 1	4	0	1	-
Fusil bolter	30"	Tir Rapide 1	4	-1	1	-
Fusil bolter Stalker	36"	Lourde 1	4	-2	1	-
Grenade Frag	6"	Grenade D6	3	0	1	-
Grenade Krak	6"	Grenade 1	6	-1	D3	-
Épée énergétique	Mêlée	Mêlée	Util.	-3	1	-

OPTIONS D'ÉQUIPEMENT

- Toutes les figurines de l'unité peuvent remplacer leur fusil bolter par un fusil bolter automatique ou un fusil bolter Stalker.
- Par tranche de 5 figurines dans l'unité, une figurine peut recevoir un lance-grenades auxiliaire.
- L'Intercessor Sergeant peut recevoir une épée énergétique.

APTITUDES

Et Ils ne Connaîtront Pas la Peur

Lance-grenades auxiliaire : La portée des Grenades d'une figurine avec lance-grenades auxiliaire est de 30".

Escouades de Combat : Avant de déployer les figurines au début de la partie, une Intercessor Squad contenant 10 figurines peut être scindée en deux unités de 5 figurines chacune.

MOTS-CLÉS DE FACTION

IMPERIUM, ADEPTUS ASTARTES, <CHAPITRE>

MOTS-CLÉS

INFANTERIE, PRIMARIS, INTERCESSOR SQUAD

PRIMARIS INCEPTORS



WITH PLASMA EXTERMINATORS



WITH ASSAULT BOLTERS





- **BEFORE ASSEMBLING YOUR MINIATURES PLEASE READ THROUGH THE INSTRUCTIONS IN THIS BOOKLET CAREFULLY.** A pair of plastic cutters is required to remove the plastic components in this kit from their frame. We advise using a mouldline scraping tool to clean up the parts. To assemble your model you will need plastic glue. Games Workshop sells Citadel Fine Detail Cutters, Citadel Mouldline Remover and Citadel Plastic Glue, but does not recommend these products for use by children under the age of 16 without adult supervision.
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- **PRIMA DI ASSEMBLARE LE TUE MINIATURE LEGGI ATTENTAMENTE TUTTE LE ISTRUZIONI DI QUESTO LIBRETTO.** Sono necessarie un paio di tronchesine per plastica per staccare i componenti dai loro sprue. Consigliamo di usare un attrezzo apposito per pulire i componenti. Per assemblare il modello avrai bisogno di colla per plastica. Games Workshop vende Tronchesine di precisione Citadel, Attrezzo per ripulire Citadel e Colla per plastica Citadel, ma non consiglia questi prodotti ad un pubblico minore di 16 anni senza la supervisione di un adulto.



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- Choix d'éléments
- Modelos de componentes
- Auswahl an Teilen
- Scelta di componenti



- Dry fit stage before gluing
- Tester avant de coller
- Comprobar el encaje antes de pegar
- Positionierung erst ohne Klebstoff ausprobieren
- Prova a secco prima di incollare



- Variant assembly
- Variante d'assemblage
- Variante de montage
- Bauvariante
- Assemblaggio alternativo



- Repeat process
- Répéter l'étape
- Repetir pasos
- Vorgang wiederholen
- Ripeti il processo



- Stage complete
- Étape terminée
- Paso completado
- Schritt abgeschlossen
- Fase completa

1 a x3

61 62



63

64

65

1 b x3

66



67

1 a



68



69



1 c x3

1 b



72



70

71



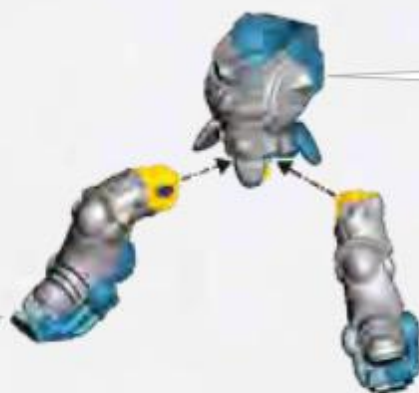
2 INCEPTOR A

2 a

3



5



2



1



4



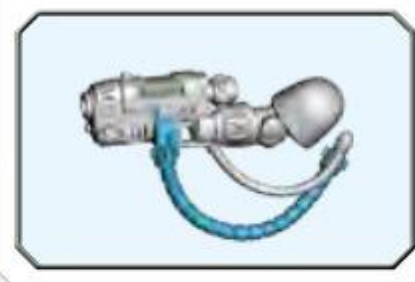
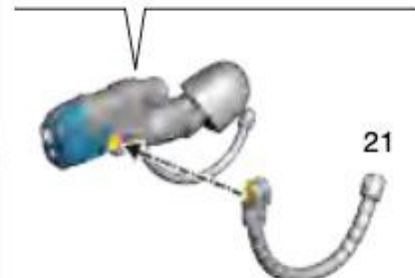
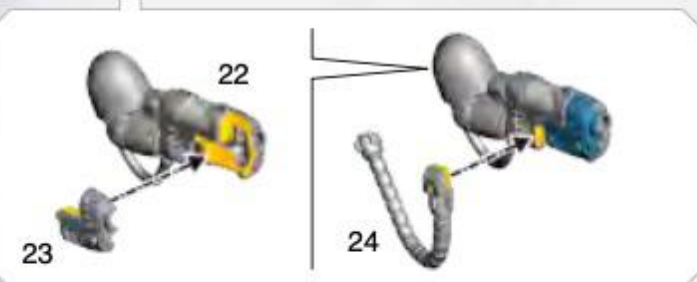
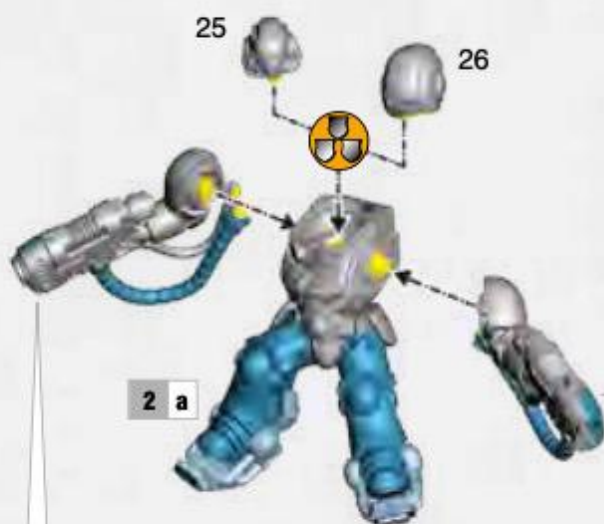
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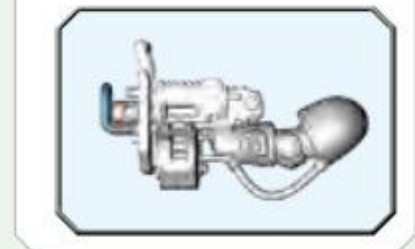
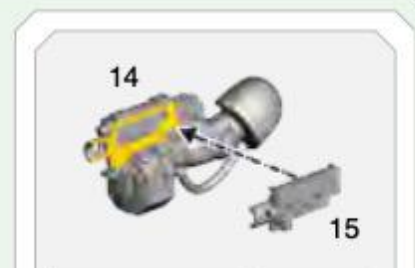
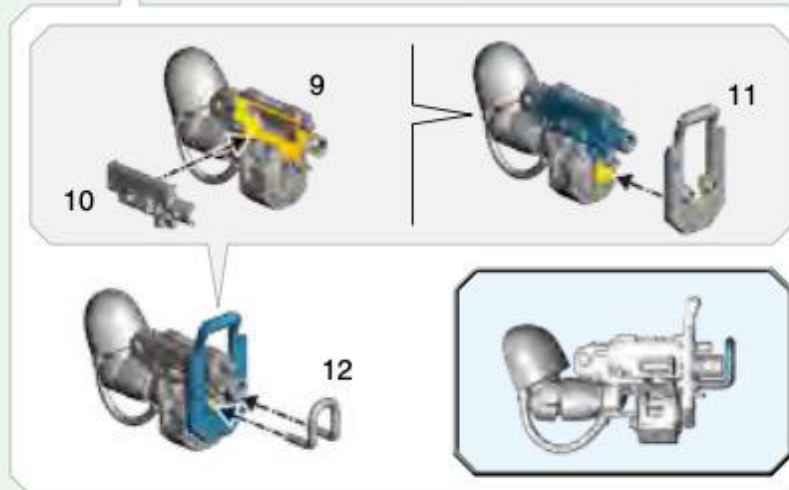
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2 b WITH PLASMA EXTERMINATORS



WITH ASSAULT BOLTERS



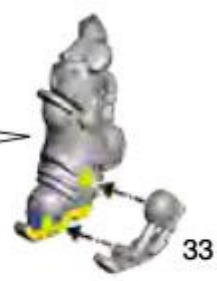
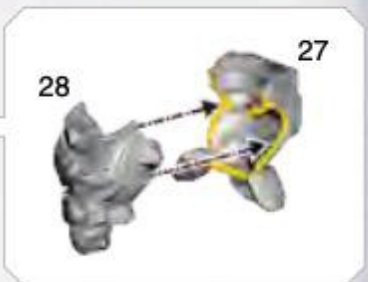
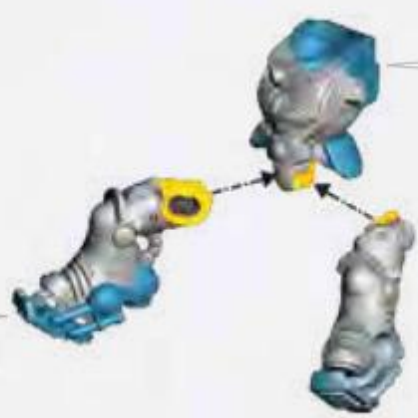
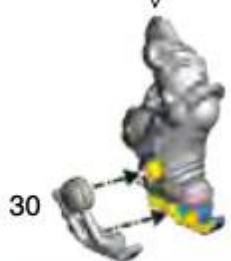
2 c



Assault bolters

3 INCEPTOR B

3 a

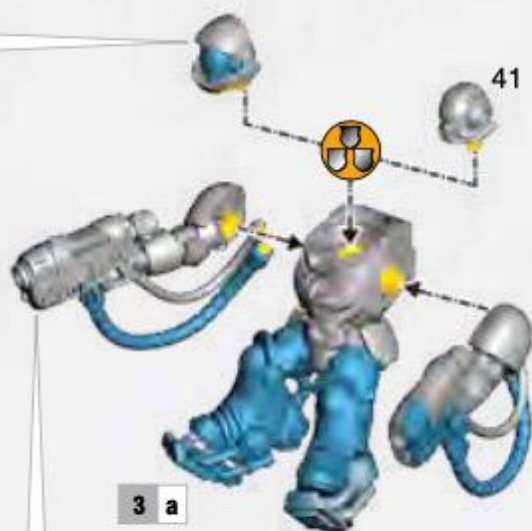


3 b WITH PLASMA EXTERMINATORS

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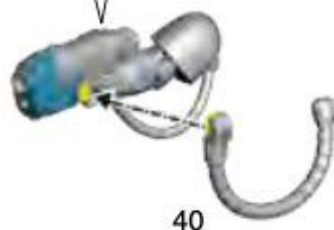


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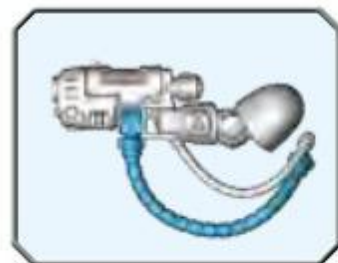
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WITH ASSAULT BOLTERS



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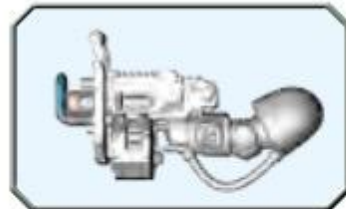
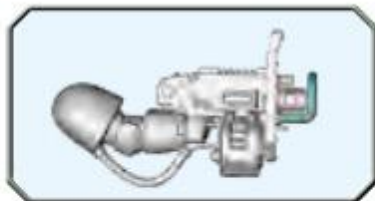
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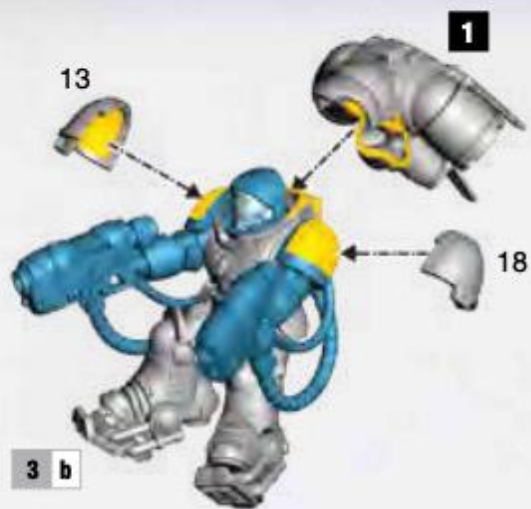
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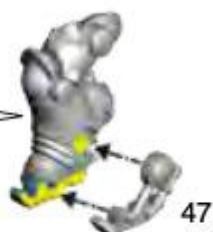
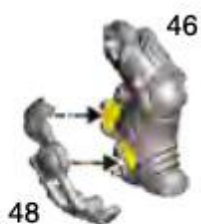
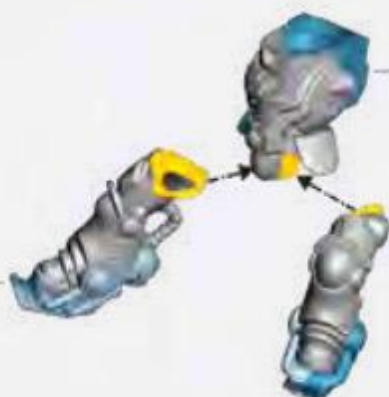
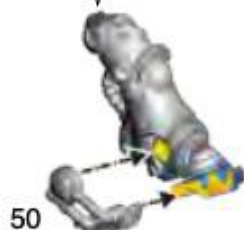
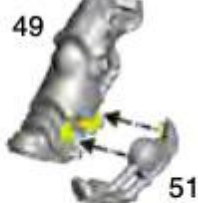
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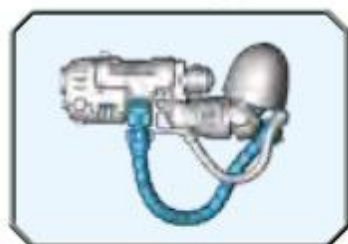
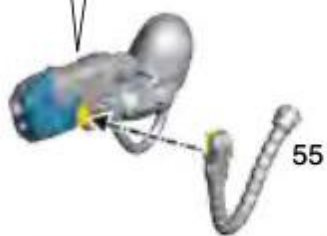
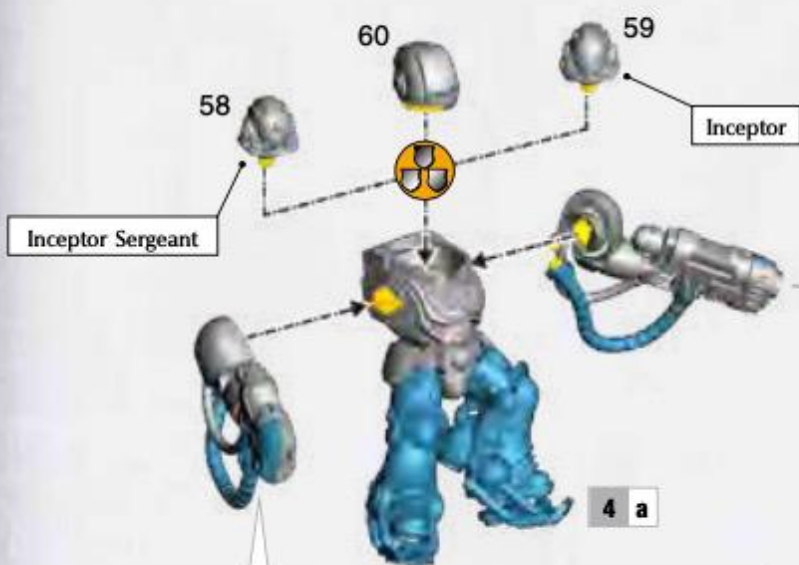
Assault bolters

4 INCEPTOR SERGEANT

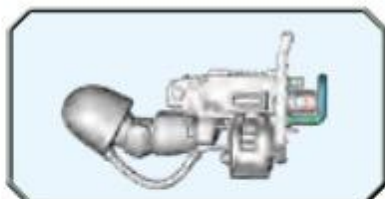
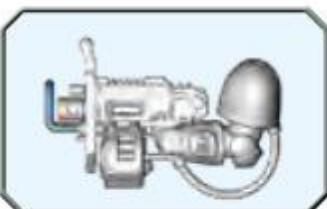
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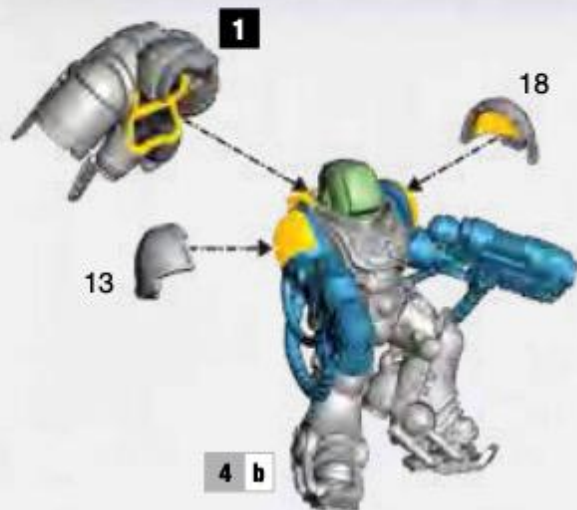
4 b WITH PLASMA EXTERMINATORS



WITH ASSAULT BOLTERS



4 c



Assault bolters

5 a

x3



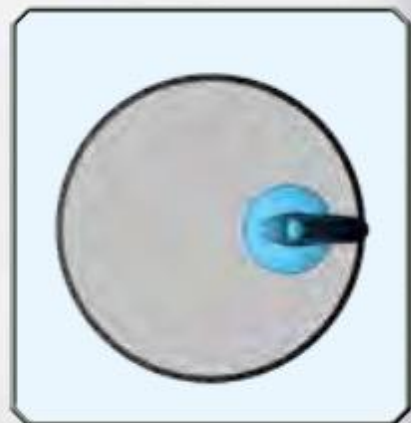
45mm



50mm



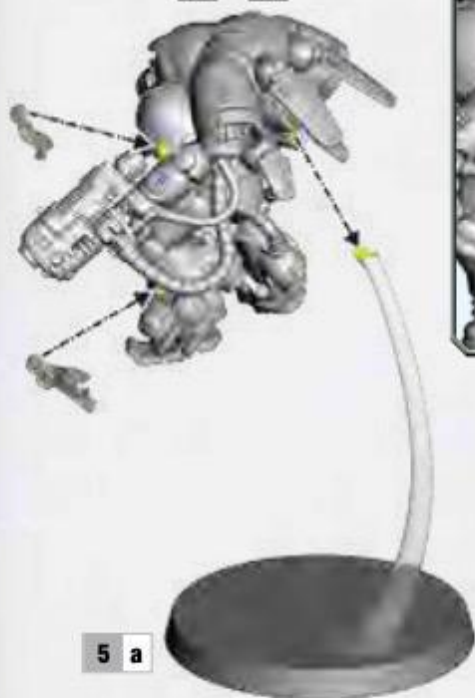
55mm



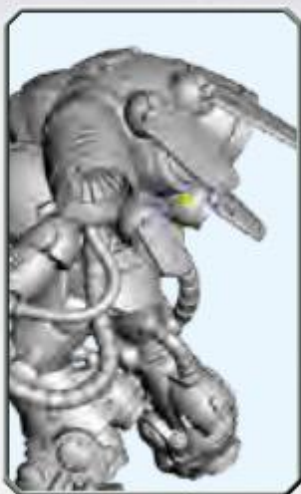
5 b

13

2 - 4



5 a



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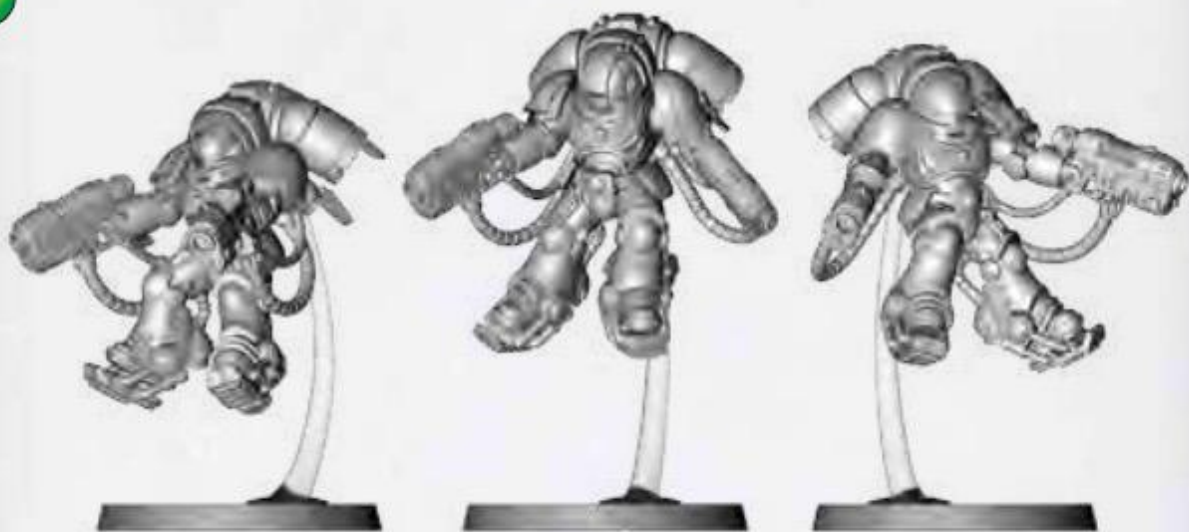
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WITH ASSAULT BOLTERS



These essential rules will get your new unit on the battlefield – for the full rules for this unit, see the Codex or Index book relevant to your army.

INCEPTOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inceptor	10"	3+	3+	4	5	2	2	7	3+
Inceptor Sergeant	10"	3+	3+	4	5	2	3	8	3+

This unit contains 2 Inceptors and 1 Inceptor Sergeant. It can include up to 3 additional Inceptors (Power Rating +7). Each model is equipped with two assault bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault bolter	18"	Assault 3	5	-1	1	-
Plasma exterminator	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault D3	7	-3	1	-
- Supercharge	18"	Assault D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.

WARGEAR OPTIONS • All models in the unit may replace their two assault bolters with two plasma exterminators.

ABILITIES **And They Shall Know No Fear**

Meteoric Descent: During deployment, you can set up this unit in high orbit instead of placing it on the battlefield. At the end of any of your Movement phases this unit can use a meteoric descent – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

Crushing Charge: Roll a D6 each time a model from this unit finishes a charge move within 1" of an enemy unit; on a 6, the enemy unit suffers a mortal wound.

Combat Squads: Before any models are deployed at the start of the game, an Inceptor Squad containing 6 models may be split into two units, each containing 3 models.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS INFANTRY, JUMP PACK, MK X GRAVIS, PRIMARIS, FLY, INCEPTOR SQUAD

Ces règles rudimentaires vous permettent de jouer votre nouvelle unité. Pour les règles complètes, référez-vous au Codex ou à l'Index correspondant à votre armée.

INCEPTOR SQUAD



NOM	M	CG	GT	F	E	PV	A	Cd	Sv
Inceptor	10"	3+	3+	4	5	2	2	7	3+
Inceptor Sergeant	10"	3+	3+	4	5	2	3	8	3+

Cette unité contient 2 Inceptors et 1 Inceptor Sergeant. Elle peut inclure jusqu'à 3 Inceptors additionnels (Rang de Puissance +7). Chaque figurine est équipée de deux bolters d'assaut.

ARME	PORTÉE	TYPE	F	PA	D	APTITUDES
Bolter d'assaut	18"	Assaut 3	5	-1	1	-
Exterminateur à plasma	Lorsque vous attaquez avec cette arme, choisissez un des profils ci-dessous.					
- Standard	18"	Assaut D3	7	-3	1	-
- Supercharge	18"	Assaut D3	8	-3	2	Sur un jet de touche de 1, le porteur est tué une fois tous les tirs de l'arme résolus.

OPTIONS D'ÉQUIPEMENT • Toutes les figurines de l'unité peuvent remplacer leurs deux bolters d'assaut bolters par deux exterminateurs à plasma.

APTITUDES

Et Ils ne Connaîtront Pas la Peur

Chute Météorique: Lors du déploiement, vous pouvez placer cette unité en orbite et non sur le champ de bataille. À la fin d'une de vos phases de Mouvement, cette unité peut effectuer une chute météorique – placez-la n'importe où sur le champ de bataille à plus de 9" de toute figurine ennemie.

Charge Broyeuse: Jetez un D6 chaque fois qu'une figurine de cette unité finit un mouvement de charge à 1" ou moins d'une unité ennemie; sur un jet de 6, l'unité ennemie subit une blessure mortelle.

Escouades de Combat: Avant de déployer les figurines au début de la partie, une Inceptor Squad contenant 6 figurines peut être scindée en deux unités de 3 figurines chacune.

MOTS-CLÉS DE FACTION IMPERIUM, ADEPTUS ASTARTES, <CHAPITRE>

MOTS-CLÉS

INFANTERIE, RÉACTEUR DORSAL, MK X GRAVIS, PRIMARIS, VOL, INCEPTOR SQUAD

Estas reglas esenciales te permitirán desplegar tu nueva unidad en el campo de batalla. Para conseguir las reglas completas de esta unidad, consulta el Codex o Index relativo a tu ejército.

INCEPTOR SQUAD



NOMBRE	M	HA	HP	F	R	H	A	L	S
Inceptor	10"	3+	3+	4	5	2	2	7	3+
Inceptor Sergeant	10"	3+	3+	4	5	2	3	8	3+

Esta unidad consta de 2 Inceptors y 1 Inceptor Sergeant. Puede incluir hasta 3 Inceptors adicionales (Potencia de unidad +7). Cada miniatura está armada con dos bólteres de asalto.

ARMAS	ALC.	TIPO	F	FP	D	HABILIDADES
Bólter de asalto	18"	Asalto 3	5	-1	1	-
Exterminador de plasma	Al atacar con esta arma, elige uno de los perfiles siguientes.					
- Normal	18"	Asalto 1D3	7	-3	1	-
- Sobrecarga	18"	Asalto 1D3	8	-3	2	Con un 1 para impactar, el portador es eliminado tras resolver todos los disparos de esta arma.

OPCIONES DE EQUIPO • Todas las miniaturas de la unidad pueden cambiar ambos bólteres de asalto por dos exterminadores de plasma.

ABILITIES **Y no conocerán el miedo**

Descenso meteórico. Durante el despliegue esta unidad puede permanecer en órbita alta en lugar de desplegar sobre el campo de batalla. Puede descender al final de cualquiera de tus fases de movimiento; desplégala en cualquier punto a más de 9" de toda miniatura enemiga.

Embestida demoledora. Tira 1D6 cada vez que una miniatura de esta unidad acabe un movimiento de carga a 1" o menos de una unidad enemiga; con un 6 dicha unidad enemiga sufre una herida mortal.

Escuadras de combate. Antes de desplegar ninguna miniatura al inicio del juego, cada Inceptor Squad que conste de 6 miniaturas puede dividirse en dos unidades de 3 miniaturas cada una.

CLAVES DE FACCIÓN IMPERIUM, ADEPTUS ASTARTES, <CAPÍTULO>

CLAVES INFANTERÍA, PROPULSOR DE SALTO, MK X GRAVIS, PRIMARIS, VOLAR, INCEPTOR SQUAD

Mit diesen Regeln kannst du deine neue Einheit gleich in die Schlacht führen – die vollständigen Regeln findest du im Codex oder Index für deine Armee.

INCEPTOR SQUAD



NAME	B	KG	BF	S	W	LP	A	MW	RW
Inceptor	10"	3+	3+	4	5	2	2	7	3+
Inceptor Sergeant	10"	3+	3+	4	5	2	3	8	3+

Diese Einheit besteht aus 2 Inceptoren und 1 Inceptor Sergeant. Sie kann bis zu 3 zusätzliche Inceptoren enthalten (**Macht +7**). Jedes Modell ist mit zwei Angriffsboltern ausgerüstet.

WAFFE	REICHW.	TYP	S	DS	SW	FÄHIGKEITEN
Angriffsbolter	18"	Sturm 3	5	-1	1	-
Plasma-Exterminator	Wähle eines der folgenden Profile, wenn du mit dieser Waffe attackierst.					
- Standard	18"	Sturm W3	7	-3	1	-
- Überladung	18"	Sturm W3	8	-3	2	Bei einem Trefferwurf von 1 wird der Träger getötet, nachdem alle Schüsse der Waffe abgehandelt wurden.

AUSRÜSTUNGSOPTIONEN • Alle Modelle der Einheit dürfen ihre zwei Angriffsbolter durch zwei Plasma-Exterminatoren ersetzen.

FÄHIGKEITEN

Die keine Furcht kennen

Meteorlandung: Während der Aufstellung kannst du diese Einheit hoch im Orbit aufstellen, statt sie auf dem Schlachtfeld zu platzieren. Am Ende einer beliebigen deiner Bewegungsphasen kann diese Einheit eine Meteorlandung durchführen – stelle sie beliebig auf dem Schlachtfeld auf, wo sie mehr als 9 Zoll von feindlichen Modellen entfernt ist.

Zerschmetternder Angriff: Wirf jedes Mal einen W6, wenn ein Modell dieser Einheit eine Angriffsbewegung innerhalb von 1 Zoll um eine feindliche Einheit beendet; bei einer 6 erleidet die feindliche Einheit eine tödliche Verwundung.

Kampftrupps: Bevor zu Beginn des Spiels Modelle aufgestellt werden, kann ein Inceptor Squad, das 6 Modelle enthält, in zwei Einheiten aufgeteilt werden, die jeweils 3 Modelle enthalten.

FRAKTION

IMPERIUM, ADEPTUS ASTARTES, <ORDEN>

SCHLÜSSELWÖRTER

INFANTERIE, SPRUNGMODUL, TYP X GRAVIS, PRIMARIS, FLIEGEN, INCEPTOR SQUAD

Queste regole base ti aiuteranno a portare sul campo di battaglia la tua nuova unità; per le regole complete consulta il Codex o l'Index corrispondente alla tua armata.

INCEPTOR SQUAD



NOME	M	AC	AB	Fo	R	Fe	A	D	S
Inceptor	10"	3+	3+	4	5	2	2	7	3+
Inceptor Sergeant	10"	3+	3+	4	5	2	3	8	3+

Questa unità include 2 Inceptors e 1 Inceptor Sergeant. Può comprendere fino a 3 Inceptors addizionali (Livello di Potenza +7). Ogni modello è armato con due requiem da attacco.

ARMI	GITTATA	TIPO	Fo	VP	Da	ABILITÀ
Requiem da attacco	18"	Assalto 3	5	-1	1	-
Sterminatore plasma	Quando attacchi con quest'arma scegli uno dei profili in basso.					
- Standard	18"	Assalto D3	7	-3	1	-
- Sovraccarica	18"	Assalto D3	8	-3	2	Con un tiro per colpire pari a 1 il portatore viene ucciso dopo aver risolto tutti i colpi di quest'arma.

OPZIONI DI EQUIPAGGIAMENTO • Tutti i modelli dell'unità possono sostituire i due requiem da attacco con due sterminatori plasma.

ABILITÀ

Ed Essi Non Conosceranno la Paura

Discesa Rapida: durante lo schieramento puoi posizionare quest'unità nell'orbita alta invece che sul campo di battaglia. Alla fine di qualsiasi tua fase di Movimento essa può effettuare una discesa rapida; colloca ovunque sul campo di battaglia a più di 9" da qualsiasi modello nemico.

Carica Schiacciante: tira un D6 ogni volta che un modello di questa unità termina un movimento di carica entro 1" da un'unità nemica; con 6 l'unità nemica subisce una ferita mortale.

Squadre da Combattimento: prima che qualsiasi modello venga schierato all'inizio della partita, una Inceptor Squad contenente 6 modelli può dividersi in due unità, ciascuna da 3 modelli.

KEYWORDS DI FAZIONE

IMPERIUM, ADEPTUS ASTARTES, <CAPITOLO>

KEYWORDS

FANTERIA, REATTORI DORSALI, MK X GRAVIS, PRIMARIS, VOLARE, INCEPTOR SQUAD



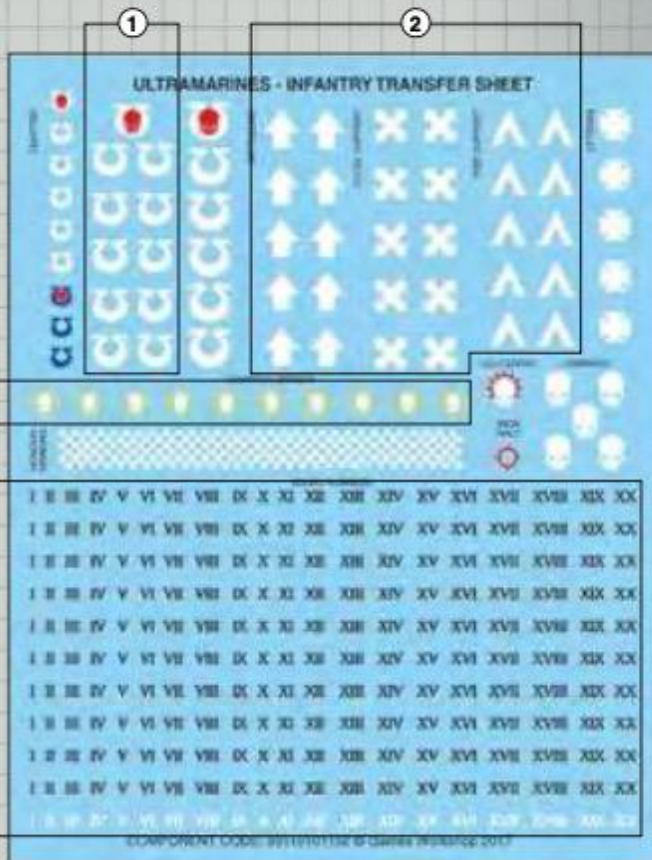
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2 4



3



BASE MEPHISTON RED

SHADE NULN OIL

LAYER EVIL SUNZ SCARLET

LAYER FIRE DRAGON BRIGHT

BASE ABADDON BLACK

LAYER ESHIN GREY

LAYER DAWNSTONE

LAYER ADMINISTRATUM GREY

BASE BALTHASAR GOLD

SHADE AGRAX EARTHSHADE

LAYER GEHENNA'S GOLD

LAYER STORMHOST SILVER

BASE MACRAGGE BLUE

SHADE DRAKENHOF NIGHTSHADE

LAYER CALGAR BLUE

LAYER FENRISIAN GREY