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# Codex space marine v10 pdf

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making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units. \$ DAMAGED: 1-4 WOUNDS REMAINING While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll. UNIT COMPOSITION ■ 1 Vindicator This model is equipped with: demolisher cannon; armoured tracks. 181 LAND RAIDER Land Raiders are mobile fortresses that bear squads of Space Marines through the most furious of firestorms without so much as a scratch. Their machine spirits are so potent that if the crew are slain they will take over, making the tank a truly formidable asset. o RANGED WEAPONS RANGE A BS s AP D Godhammer lascannon 48" 2 3+ 12 -3 D6+1 Hunter-killer missile [ ONE SHOT] 48" 1 2+ 14 -3 D6 Multi-melta [ MELTAZ] 18" 2 3+ 9 -4 D6 Storm bolter [ RAPID FIRE 2] 24" 2 3+ 4 0 1 Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED] 36" 3 3+ 5 -1 2 RANGE A ws s AP Melee 6 4+ 8 0 MELEE WEAPONS CORE: Deadly Demise D6 FACTION: Oath of Moment One Shot: The bearer can only shoot with this weapon once per battle. Armoured tracks ABILITIES Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn. 9 1 DAMAGED: 1-5 WOUNDS REMAINING While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll. WARGEAR OPTIONS UNIT COMPOSITION This model can be equipped with 1 hunter-killer missile. This model can be equipped with 1 multi-melta. ■ 1 Land Raider This model can be equipped with 1 storm bolter. This model is equipped with: twin heavy bolter; 2 godhammer lascannons; armoured tracks. TRANSPORT This model has a transport capacity of 12 A DEPTUS ASTARTES I NFANTRY models. Each J UMP PACK , WULFEN , GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models. 182 LAND RAIDER CRUSADER The Land Raider Crusader is a superlative assault > tank. Its bulk enables it to crush enemy defences, and its prodigious firepower cuts their defenders to ribbons. With an enhanced transport capacity, " ■ once it has stormed enemy defences, Space Marines pourfrom its hatches to slaughter those r o RANGED WEAPONS Hunter-killer missile [ ONE SHOT] foes who remain. RANGE A BS s AP D 48" 1 2+ 14 -3 D6 3+ 4 0 1 ABILITIES CORE: Deadly Demise D6 One Shot: The bearer can only shoot with this weapon once per battle. Hurricane bolter [ RAPID FIRE6 , TWIN-LINKED] 24" 6 Multi-melta [ MELTAZ] 18" 2 3+ 9 -4 06 Storm bolter l RAPID FIRE z] 24" 2 3+ 4 0 1 24" 6 3+ 6 0 1 RANGE A ws s AP D Melee 6 4+ 8 0 Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED] FACTION: Oath of Moment Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn. @ MELEE WEAPONS Armoured tracks WARGEAR OPTIONS ....L DAMAGED: 1-5 WOUNDS REMAINING While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll. UNIT COMPOSITION This model can be equipped with 1 hunter-killer missile. 1 Land Raider Crusader This model can be equipped with 1 multi-melta. This model is equipped with: 2 hurricane bolters; twin assault cannon; armoured tracks. This model can be equipped with 1 storm bolter. TRANSPORT This model has a transport capacity of 16 ADEPTUS ASTARTES I NFANTRY models. Each J UMP PACK , WULFEN , GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models. KEYWORDS: VEHICLE , SMOKE, GRENADES, TRANSPORT, IMPERIUM, LAND RAIDER CRUSADER FACTION KEYWORDS: ADEPTUSASTARTES 183 In brutal urban combat, it can be impossible to root out LAND RAIDER REDEEMER M SV T W entrenchedfoes. Not so fo r the Land Raider Redeemer. LO When it engages its flamestorm cannons, any caught in the raging inferno o f burning promethium that follows are doomed, and bunkers, pillboxes, ruinedfacturms and shattered hab-blocks are cleansed o f the enemy. o RANGE A BS s AP D ABILITIES Flamestorm cannon [IGNORES COVER, TORRENT] 12" 06+3 N/A 6 -2 2 CORE: Deadly Demise D6 Hunter-killer missile [ ONE SHOT] 48" 1 2+ 14 ■3 06 RANGED WEAPONS FACTION: Oath of Moment One Shot: The bearer can only shoot with this weapon once per battle. Multi-melta [ MELTAZ] 18" 2 3+ 9 -4 06 Storm bolter [ RAPID FIRE 2] 24" 2 3+ 4 0 1 Twin assault cannon [ DEVASTATING WOUNDS, TWIN-LINKED] 24" 6 3+ 6 0 1 RANGE A ws s AP D Melee 6 4+ 8 0 1 Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn. \$ MELEE WEAPONS Armoured tracks WARGEAR OPTIONS DAMAGED: 1-5 WOUNDS REMAINING While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll. UNIT COMPOSITION ■ This model can be equipped with 1 hunter-killer missile. ■ 1 Land Raider Redeemer ■ This model can be equipped with 1 multi-melta. This model is equipped with: 2 flamestorm cannons; twin assault cannon; armoured tracks. ■ This model can be equipped with 1 storm bolter. TRANSPORT This model has a transport capacity of 14 ADEPTUS ASTARTES I NFANTRY models. Each J UMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models. KEYWORDS: VEHICLE , SMOKE , GRENADES , TRANSPORT, I MPERIUM, FACTION KEYWORDS: LAND RAIDER REDEEMER ADEPTUS ASTARTES 184 Clad in advanced armour plating and armed fo r any battlefield situation, the Repulsor not only transports its passengers safely, it also provides superb fire support. Dangerous terrain is little impediment to it, its ventral plates channelling gravitic energies that crush obstacles beneath the vehicle's mass. o RANGED WEAPONS Heavy onslaught galling cannon [DEVASTATING WOUNDS] Hunter-slayer missile [ INDIRECT FIRE, ONE SHOT] RANGE A BS s AP D ABILITIES 24" 12 3+ 6 0 1 CORE: Deadly Demise D6 48" 1 2+ 14 ■3 D6 FACTION: Oath of Moment -3 D6+1 One Shot: The bearer can only shoot with this weapon once per battle. Las-talon 36" 2 3+ 10 Repulsor defensive array 24" 18 3+ 4 0 1 Twin heavy bolter [SUSTAINED HITS 1 , TWIN-LINKED] 36" 3 3+ 5 -1 2 Twin lascannon [TWIN-LINKED] 48" 1 3+ 12 -3 D6+1 RANGE A ws s AP D Melee 6 4+ 8 0 1 MELEE WEAPONS Armoured hull Emergency Combat Embarkation: Once perturn, in your opponent's Charge phase, after an enemy unit has selected targets for its charge but before it makes a Charge move, you can select one ADEPTUS ASTARTES unit from your army that was selected as a target of that charge. Provided that unit is not within Engagement Range of one or more enemy units and every model in that unit is within 3" of this TRANSPORT, it can embark within this TRANSPORT. The charging unit can then select new targets for its charge. DAMAGED: 1-5 WOUNDS REMAINING WARGEAR OPTIONS While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll. ■ This model's twin heavy bolter can be replaced with 1 twin lascannon. ■ This model's heavy onslaught galling cannon can be replaced with 1 las-talon. UNIT COMPOSITION ■ 1 Repulsor This model is equipped with: heavy onslaught galling cannon, hunter-slayer missile, Repulsor defensive array, twin heavy bolter, armoured hull. TRANSPORT This model has a transport capacity of 12 ADEPTUS ASTARTES I NFANTRY models. Each J UMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models. Repulsor defensive array Heavy onsla u gh t atlin g cannon Twin heavy bolter FACTION KEYWORDS: KEYWORDS: V E H I C L E , S M O K E , T R A N S P O R T , I M P E R I U M , R E P U L S O R D E P T U S A S T A R T E S 185 Based on the Repulsor chassis, the Repulsor REPULSOR EXECUTIONER M T SV WLD Executioner sacrifices some transport capacity to accommodate powerful turret weaponry. Even the OC largest battle tanks can be crippled by the beam o f a heavy laser destroyer, while the incinerating blasts of a macro plasma incinerator can obliterate infantry formations. E> RANGE A BS s AP D 22" 2 3+ 16 -4 D6+4 24" 12 3+ 6 0 1 Icarus rocket pod [ANTI-FLY 2+] 24" D3 3+ 8 ■1 2 Ironhall heavy stubber [ RAPID FIRE 3] 36" 3 3+ 4 0 1 Macro plasma incinerator - standard [ BLAST] 36" D6+1 3+ 8 -3 2 36" D6+1 3+ 9 -4 3 Repulsor Executioner defensive array 24" 10 3+ 4 0 1 Twin heavy bolter [ SUSTAINED HITS 1 , TWIN-LINKED] 36" 3 3+ 5 ■1 2 36" 3 3+ 4 0 1 RANGE A WS S AP D RANGED WEAPONS Heavy laser destroyer ( HEAVY) Heavy onslaught galling cannon [DEVASTATING WOUNDS] Macro plasma incinerator- supercharge [BLAST, HAZARDOUS] Twin Icarus ironhall heavy stubber [ANTI-FLY 4 + , RAPID FIRE 3, TWIN-LINKED] MELEEWAPONS Melee Armoured hull 6 4 + 8 WARGEAR OPTIONS ■ This model's macro plasma incinerator can be replaced with 1 heavy laser destroyer. ■ This model can be equipped with 1 ironhall heavy stubber. ■ This model can be equipped with 1 Icarus rocket pod. IX C J J U IO U I 1 CORE: Deadly Demise D6 FACTION: Oath of Moment Executioner: Each time this model makes an attackthat targets a unit that is Below Half-strength, add 1 to the Hit roll. DAMAGED: 1-5 WOUNDS REMAINING While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll. UNIT COMPOSITION ■ 1 Repulsor Executioner This model is equipped with: heavy onslaught galling cannon; macro plasma incinerator; Repulsor Executioner defensive array; twin heavy bolter, twin Icarus ironhall heavy stubber, armoured hull. TRANSPORT This model has a transport capacity of 12 ADEPTUS ASTARTES I NFANTRY models. Each J UMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models. Before selecting targetsfo r this weapon, select one o f its profiles to make attacks with. KEYWORDS: VEH I C L E , S M O K E , T R A N S P O R T , I M P E R I U M , R E P U L S O R O A B I L I T I E S E X E C U T I O N E R 1 . A C L U , I U I C I I v v i i i i l e d d v y i d o c i u e s u y e i 186 FACTION KEYWORDS: AD EP T U S A S T A R T E S The Rhino transport has served the Space RHINO Marinesfo r ten thousand years, andforms a part o f many o f their strike forces. With robust self-repair systems, the Rhino is a rugged vehicle that can sw iftly navigate nightmare battlefields to deliver its deadly cargo o f Space Marines into the heart o f battle. o RANGED WEAPONS Hunter-killer m issile [ ONE SHOT] RANGE A BS s AP D 48 " 1 2+ 14 -3 D6 1 ABILITIES CORE: Deadly Demise D3. Firing Deck 2 One Shot: The bearer can only shoot w ith th is weapon once per battle. Storm bolter [ RAPID FIRE 2] 24" 2 3+ 4 0 RANGE A ws s AP Melee 3 4+ 6 0 FACTION: Oath o f Moment Self Repair: At the end o f your Command phase, th is model 5? MELEE WEAPONS Armoured tracks regains 1 lo st wound. UNIT COMPOSITION WARGEAR OPTIONS 1 Rhino This model can be equippe d w ith 1 hun ter-killer m issile. This model is equippe d w ith : storm bolter; armoured tracks. TRANSPORT This model has a tran sport capacity o f 12 A DEPTUS A S T A R T E S I N F A N T R Y m o d e l s . I t c a n n o t transport J U M P P A C K , W U L F E N , P H O B O S , G R A V I S , C E N T U R I O N , T E R M I N A T O R o r T A C T I C U S m o d e l s (excludingTACTicus CHARACTER m o d e l s that began the battle attached to a non-TACTicus unit). KEYWORDS: VEH ICLE , S MOKE , TRANSPORT , DEDICATED TRANSPORT, IMPERIUM, RHINO 18? FACTION KEYWORDS: ADEPTUS ASTARTES I The Razorback replaces some o f the Rhino's transport RAZORBACK capacity with a heavy weapon turret, and provides fire support fo r armoured infantry assaults while 3+ 10 6+ delivering its own cargo o f warriors to battle. Such is its success that fo r many Chapters it performs additionalfunctions, notably as a mobile command centre. RANGED WEAPONS Hunter-killer missile [ONE SHOT] RANGE 48" A BS S AP 1 2+ 14 -3 D6 3+ 4 0 1 D ABILITIES CORE: Deadly Demise D3 One Shot: The bearer can only shoot with this weapon once per battle. Storm bolter [ RAPID FIRE 2] FACTION: Oath of Moment Assault Vehicle: Units can disembark from this TRANSPORT after it has Advanced. Units that do so count as having made a Normal move, and cannot declare a charge that turn. WARGEAR ABILITIES WARGEAR OPTIONS Orbital Comms Array (Aura): While a friendly ADEPTUS ASTARTES unit is within 6" of the bearer, each time you target that unit with a Stratagem, roll one D6: on a 5+, you gain 1CP. Shield Dome: The bearer has a 5+ invulnerable save. ■ This model can be equipped with 1 ironhall heavy stubber. UNIT COMPOSITION ■ This model's 2 storm bolters can be replaced with 2 fragstorm grenade launchers. ■ 1 Impulsor ■ This model can be equipped with one of the following: " 1 bellicatus missle array This model is equipped with: 2 storm bolters; armoured hull. \* 1 ironhall skytalon array \* 1 orbital comms array 0 TRANSPORT 1 shield dome This model has a transport capacity of 6 TACTICUS or PHOBOS I NFANTRY models. It cannot transport J UMP PACK models. Before selecting targetsfo r this weapon, select one o f its profiles to make attacks with. KEYWORDS: VEH ICLE , TRANSPORT , DEDICATED TRANSPORT, IMPERIUM, IMPULSOR 189 FACTION KEYWORDS: ADEPTUS ASTARTES The Stormraven superbly combines the role STORMRAVEN GUNSHIP M T W SV of reliable combat dropship and deadly aerial OC LD combatant. A capacious troop bay and thick layers o f armour allow it to effectively transport squads o f Space Marines - and, thanks to its magno-grapples, even a Dreadnought - into the very heart o f battle. o RANGE A BS S AP D ABILITIES Hurricane bolter [ RAPID FIRE 6,TWIN-LINKED] 24" 6 3+ 4 0 1 CORE: Deadly Demise D6. Hover Stormstrike missile launcher 48" 1 3+ 10 -2 3 24 " 6 3+ 6 0 1 Twin heavy bolter [SUSTAINED HITS 1 , TWIN-LINKED] 36" 3 3 Twin heavy3 plasma cannon-standard 36 03 3+ U3 3+ RANGED WEAPONS Twin assault cannon . [DEVASTATING WOUNDS, TWIN-LINKED] [BLAST, TWIN-LINKED] Twin heavy plasma cannon - supercharge 3b [BLAST, HAZARDOUS, TWIN-LINKED] O " X , + 5 2 - 1 7 -2 2 8 -3 3 Twin lascannon [TWIN-LINKED] 48" 1 3+ 12 -3 06+1 Twin multi-melta [ MELTAZ,TWIN-LINKED] 18" 2 3+ 9 -4 06 Typhoon missile lau n ch er-frag [ BLAST] 48" 206 3+ 4 0 1 Typhoon missile lau n ch er-krak 48" 2 3+ 9 -2 06 RANGE A WS S AP D Melee 6 4+ 8 0 1 MELEE WEAPONS Armoured hull WARGEAR OPTIONS ■ This model's twin assault cannon can be replaced with one of the following: \* 1 twin heavy cannon 0 1 twin lascannon ■ This model's typhoon missile launcher can be replaced with one of the following: 0 1 twin heavy bolter \* 1 twin multi-melta ■ This model can be equipped with 2 hurricane bolters. FACTION: Oath of Moment Armoured Resilience: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack. 9 DAMAGED: 1-5 WOUNDS REMAINING While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll. UNIT COMPOSITION This model is equipped with: 2 stormstrike missile launchers; twin assault cannon; typhoon missile launcher; armoured hull. .... TRANSPORT This model has a transport capacity of 12 ADEPTUS ASTARTES I NFANTRY models and 1 DREADNOUGHT model. Each J UMP PACK , WULFEN , GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models. Stormhawk Interceptors are high-altitude fighter craft designed solely fo r achieving aerial STORMHAWK INTERCEPTOR supremacy. Droppedfrom mag-cradles aboard orbiting craft, these ceramite-plated vehicles engage enemy air assets in brutal dogfights and are protected by countermeasures that launch blazing flares. o ABILITIES RANGE A BS s AP Icarus stormcannon [ANTI-FLY2+] 48" 6 3+ ? -1 2 Las-talon 36" 2 3+ 10 ■3 D6+1 Skyhammer missile launcher [ANTI-FLY 2+] 48" 3 3+ 8 -1 03 RANGED WEAPONS Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED] Interceptor: Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll. 2 Twin heavy bolter [SUSTAINED HITS 1 , TWIN-LINKED] 36" 3 3+ 5 -1 48" 206 3+ 4 0 1 Typhoon missile launcher - krak 48" 2 3+ 9 -2 06 MELEE WEAPONS FACTION: Oath of Moment 24" Typhoon missile launcher - frag [ BLAST] Armoured hull CORE: Deadly Demise D3 RANGE A ws s AP D Melee 3 4+ 6 0 1 UNIT COMPOSITION ■ 1 Stormhawk Interceptor This model is equipped with: twin assault cannon; skyhammer missile launcher; las-talon; armoured hull. WARGEAR OPTIONS ■ This model's sky hammer missile launcher can be replaced with one of the following: 0 1 twin heavy bolter 0 1 typhoon missile launcher ■ This model's las-talon can be replaced with 1 Icarus stormcannon. Before selecting targetsfo r this weapon, select one o f its profiles to make attacks with. FACTION KEYWORDS: VEHICLE , FLY, AIRCRAFT , I MPERIUM , SMOKE , STORMHAWK I NTERCEPTOR ADEPTUS ASTARTES Fast and manoeuvrable, the Stormtalon is an aerial STORMTALON GUNSHIP interceptor optimised fo r escorting Stormraven Gunships. Whilefa s t enough to engage in aerial combat, its pilot can switch on the Stormtalon's repulsor systems, making it agile enough to closely support infantry in defence or on the attack. o RANGE A BS s AP D 48" 3 3+ 8 -1 03 24" 6 3+ 6 0 1 Twin heavy bolter [ SUSTAINED HITS 1 , TWIN-LINKED] 36" 3 3+ 5 -1 2 06+1 RANGED WEAPONS Skyhammer missile launcher [ANTI-FLY 2+ , TWIN-LINKED] Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED] Twin lascannon [TWIH-UHKEO! 48" 1 3+ 12 ■3 Typhoon missile launcher - frag [ BLAST] 48" 206 3+ 4 0 1 Typhoon missile launcher - krak 48" 2 3+ 9 -2 06 RANGE A WS s AP Melee 3 4+ 6 0 ABILITIES CORE: Deadly Demise D3. Hover FACTION: Oath of Moment Strafing Run: Each time this model makes a ranged attack that targets a unit that cannot FLY, add 1 to the Hit roll. UNIT COMPOSITION ■ 1 Stormtalon Gunship MELEE WEAPONS Armoured hull ..... L [ This model is equipped with: skyhammer missile launcher; twin assault cannon; armoured hull. WARGEAR OPTIONS This model's skyhammer missile launcher can be replaced with one of the following: \* 1 twin heavy bolter 0 1tw in lascannon 0 1typhoon missile launcher Before selecting targetsfo r this weapon, select one o f its profiles to make attacks with. FACTION KEYWORDS: KEYWORDS: VEHICLE , FLY, AIRCRAFT , I MPERIUM , STORMTALON GUNSHIP ADEPTUS ASTARTES 191 \ a launchedfrom ships in low orbit, Drop Podstu ll o f Space S Marines slam into the battlefield, their hatches blowing open 'A. \. f. f. upon the violent impact. Within seconds, the squad bursts out with weaponsfiring. Such deadly strikes send the foe into disarray as their lines are torn apart in the furious assault. ■■w RANGE A BS s AP D ABILITIES Deathwind launcher [BLAST] 12" D6+1 3+ 5 0 1 CORE: Deadly Demise 1, Deep Strike Storm bolter [RAPID FIRE 2] 24" 2 3+ 4 0 1 RANGED WEAPONS FACTION: Oath of Moment WARGEAR OPTIONS Drop Pod Assault: This model must make the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model must immediately disembark after it has been set up on the battlefield, and they must be set up more than 9" away from all enemy models. After this model has been set up on the battlefield, no units can embark within it. ■ This model's storm bolter can be replaced with 1 deathwind launcher. UNIT COMPOSITION ■ 1 Drop Pod This model is equipped with: storm bolter. TRANSPORT This model has a transport capacity of 10 ADEPTUS ASTARTES INFANTRY models. It cannot transport J UMP PACK, WULFEN, GRAVIS, CENTURION OTTERMINATOR models. KEYWORDS: VEH ICLE , TRANSPORT , IMPERIUM , DROP FACTION KEYWORDS: POD ADEPTUS ASTARTES 192 HAMMERFALL BUNKER M T SV W Hammerfall Bunkers are launchedfrom Space Marine warships in the same manner as Drop Pods. Automated area-denial assets crewed by hard-wired servitors, they LD have all kinds o f battlefield roles, including securing beachheads, hampering enemy assaults and wreaking havoc behind the foe's lines. o RANGED WEAPONS Hammerfall heavy bolter array [SUSTAINED HITS 1 , TWIN-LINKED] Hammerfall heavy flamer array [IGNORES COVER, TORRENT. TWIN-LINKED] RANGE A BS s AP O ABILITIES 36" 6 4+ 5 ■1 2 CORE: Deadly Demise D6 12" 2D6 N/A 5 -1 1 BS+ Hammerfall missile launcher - superfrag [ BLAST] 48" 2D6+2 4+ 5 0 1 s ■ Hammerfall missile launcher - superkrak 48" 2 4+ 10 -2 D6+1 FACTION: Oath of Moment Fortification: While an enemy unit is only within Engagement Range of one or more FORTIFICATIONS from your army. ■ That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll. WARGEAR OPTIONS ■ This model's Hammerfall heavy bolter array can be replaced with 1 Hammerfall heavy flamer array. ■ Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so. Ceramite Cover: Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION , that model has the Benefit of Cover against that attack. Defensive Array: You can target this FORTIFICATION with the Fire Overwatch Stratagem fo r OCP, and can do so even if you have already targeted another unit with that Stratagem this turn. This FORTIFICATION can only be targeted with that Stratagem once perturn. \$ DAMAGED: 1-5 WOUNDS REMAINING While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll. UNIT COMPOSITION ■ 1 Hammerfall Bunker This model is equipped with: Hammerfall heavy bolter array; Hammerfall missile launcher. ■>- Before selecting targets fo r this weapon, select one o f its profiles to make attacks with. FACTION KEYWORDS: FORTIFICATION , VEHICLE , I MPERIUM , HAMMERFALL BUNKER ADEPTUS ASTARTES 'Look to your battle-gear and it will protect you. We guard it with our lives. Your armour is your Soul, and your Soul's dedication its armour. The soul of a warrior is the shield of Humanity. Honour the craft of death. Only the Emperor is higher in our devotion. Honour the battle-gear of the Dead. We ask only to serve.' - pari of the Warrior's Catechism of Worship 193 . X 0 ratings0% found this document useful (0 votes)4K viewscustom space marine codex (based on 10th edition)outbreak.online.exterminatorSaveSave 10th codex space\_marines Fo Later0% found this document useful, undefined