



Codex: Custom Infantry

1. Voidborne Marines (Battleline)

Keywords: Infantry, Battleline, Voidborne Marines

Faction Keywords:

- **M** 6" | **T** 4 | **Sv** 3+ | **W** 2 | **Ld** 6+ | **OC** 2

Weapons:

- Boarding Carbine – 12", Rapid Fire 1, S4, AP-1, D1
- Mag-Cutters – Melee, S+1, AP-2, D1

Abilities:

- Core: Deep Strike
- Unit: *Zero-G Combat* – Ignores Difficult/Dangerous terrain. Add +1 to charge rolls made after arriving from Deep Strike.

Options: 1 in 5 may swap Carbine for Plasma Blaster (12", Assault 2, S6, AP-2, D1).

Points: 18pts/model

2. Exosuit Grenadiers (Elite)

Keywords: Infantry, Exosuit, Grenadiers

Faction Keywords:

- **M** 5" | **T** 5 | **Sv** 2+ | **W** 3 | **Ld** 6+ | **OC** 2

Weapons:

- Micro-Missile Pod – 24", Heavy 2D3, S6, AP-1, D1, Blast
- Power Gauntlets – Melee, S+2, AP-2, D2

Abilities:

- Core: Stealth
- Unit: *Reinforced Armor* – Once per phase, ignore the first failed save for this unit.

Options: 1 in 5 may take Heavy Plasma Launcher (30", Heavy D3, S9, AP-3, D2).

Points: 30pts/model

3. Starborn Knights (Elite)

Keywords: Infantry, Starborn, Knight

Faction Keywords:

- M 6" | T 6 | Sv 2+ | W 3 | Ld 5+ | OC 2

Weapons:

- Aether Blades – Melee, S+3, AP-3, D2
- Aether Bolt Pistol – 12", Pistol 1, S5, AP-1, D1

Abilities:

- Core: Leader
- Unit: *Radiant Aura* – While a friendly Infantry unit is within 6", improve their Save rolls by +1 (max 2+).

Options: Radiant Banner (once per game: allies within 6" auto-pass Battle-shock until next Command phase).

Points: 40pts/model

4. Ash Wraiths (Stealth Troops)

Keywords: Infantry, Wraith, Ash Wraiths

Faction Keywords:

- M 7" | T 4 | Sv 4+ | W 1 | Ld 6+ | OC 1

Weapons:

- Phase Knives – Melee, S4, AP-1, D1, Anti-Infantry 4+
- Wraith Spitters – 18", Assault 2, S5, AP-2, D1

Abilities:

- Core: Infiltrators, Stealth
- Unit: *Phase Step* – Once per game, make a Normal Move in opponent's Movement phase after an enemy unit finishes a move within 9".

Points: 14pts/model

5. Steel Legionnaires (Battleline)

Keywords: Infantry, Battleline, Legionnaire

Faction Keywords:

- M 6" | T 4 | Sv 4+ | W 1 | Ld 6+ | OC 2

Weapons:

- Pulse Rifle – 24", Rapid Fire 1, S5, AP-1, D1
- Combat Knife – Melee, S4, AP0, D1

Abilities:

- Core: Lethal Hits
- Unit: *Disciplined Fire* – When stationary, Pulse Rifles gain Sustained Hits 1.

Points: 11pts/model

6. Techno-Scribes (Support Infantry)

Keywords: Infantry, Techno-Scribes, Support

Faction Keywords:

- M 6" | T 3 | Sv 5+ | W 1 | Ld 6+ | OC 1

Weapons:

- Data-Spike – Melee, S3, AP-1, D1
- Arc Pistol – 12", Pistol 1, S5, AP-2, D1

Abilities:

- Core: Lone Operative
- Unit: *Data Override* – In your Command Phase, pick one enemy Vehicle within 12". That Vehicle cannot Advance this turn.

Points: 45pts/unit (5 models)

7. Warpclaw Berserkers (Melee Infantry)

Keywords: Infantry, Warpclaw, Berserkers

Faction Keywords:

- M 7" | T 5 | Sv 4+ | W 2 | Ld 6+ | OC 1

Weapons:

- Warpc claws – Melee, S+2, AP-2, D2

Abilities:

- Core: Fight on Death
- Unit: *Blood Surge* – When this unit destroys an enemy in melee, it may immediately consolidate 6" instead of 3".

Points: 22pts/model

8. Bio-Constructs (Vat-Grown Infantry)

Keywords: Infantry, Bio-Construct, Vatborn

Faction Keywords:

- M 6" | T 5 | Sv 5+ | W 2 | Ld 6+ | OC 1

Weapons:

- Bone Scythes – Melee, S5, AP-1, D2

Abilities:

- Core: Feel No Pain 6+
- Unit: *Unthinking Drones* – Cannot perform Actions. Units auto-pass Battle-shock.

Points: 16pts/model

9. Arcblade Duelists (Specialist Infantry)

Keywords: Infantry, Duelist, Arcblade

Faction Keywords:

- M 7" | T 3 | Sv 4+ | W 1 | Ld 6+ | OC 1

Weapons:

- Arcblades – Melee, S+1, AP-3, D2
- Needle Pistol – 9", Pistol 1, S2, AP-1, D3, Anti-Infantry 2+

Abilities:

- Core: Precision
- Unit: *Lightning Reflexes* – When targeted by melee, enemy suffers -1 to Hit rolls.

Points: 20pts/model

10. Plasma Fusiliers (Fire Support Infantry)

Keywords: Infantry, Fusilier, Heavy

Faction Keywords:

- M 5" | T 4 | Sv 3+ | W 1 | Ld 6+ | OC 1

Weapons:

- Plasma Fusil – 30", Heavy 2, S7, AP-2, D2
- Close Combat Weapon – Melee, S4, AP0, D1

Abilities:

- Core: Heavy
- Unit: *Overcharged Volley* – Once per game, Fusils fire with +1 Strength and Damage.

Points: 22pts/model

11. Warpclad Fanatics (Psycho-Religious Infantry)

Keywords: Infantry, Warpclad, Fanatic

Faction Keywords:

Statline:

- M 6" | T 3 | Sv 5+ | W 1 | Ld 5+ | OC 1

Weapons:

- Warpbrands — Melee, S+2, AP-2, D1
- Warp-Pistol (Leader only) — 9", Pistol 1, S8, AP-3, D3, Psychic

Abilities:

- **Core:** Fights on Death
- **Faction:** (Your Army Rule)
- **Unit:** *Warp Frenzy* – Each time this unit makes a melee attack, unmodified Hit rolls of 6 score 2 hits instead of 1.

Options:

- 1 model may be upgraded to a Warp Zealot (adds Warp-Pistol and +1 Ld).

Points: 9pts/model (45 for 5, 90 for 10)

12. Cybernetic Legionnaires (Augmented Infantry)

Keywords: Infantry, Cybernetic, Legionnaires

Faction Keywords:

Statline:

- M 5" | T 4 | Sv 3+ | W 2 | Ld 6+ | OC 1

Weapons:

- Cyber-Rifle — 24", Rapid Fire 1, S5, AP-1, D1
- Mech-Bayonet — Melee, S4, AP-0, D1

Abilities:

- **Core:** Feel No Pain 6+
- **Faction:** (Your Army Rule)
- **Unit:** *Machine Obedience* – If a Character is attached, this unit auto-passes Battle-shock tests.

Options:

- 1 in 5 may replace Cyber-Rifle with Pulse Cannon (30", Heavy 2, S7, AP-2, D2).

Points: 16pts/model (80 for 5, 160 for 10)

13. Plasma Irregulars (Light Infantry)

Keywords: Infantry, Irregulars, Plasma

Faction Keywords:

Statline:

- M 7" | T 3 | Sv 5+ | W 1 | Ld 6+ | OC 2

Weapons:

- Plasma Carbine — 18", Assault 2, S6, AP-2, D1
- Combat Knife — Melee, S4, AP-0, D1

Abilities:

- **Core:** Scouts 6"
- **Faction:** (Your Army Rule)
- **Unit:** *Plasma Instability* – Each time this unit shoots, after making its attacks, roll a D6; on a 1, one model in the unit is destroyed.

Options:

- May include a Plasma Sergeant (+1A, +1 Ld, plasma pistol).

Points: 11pts/model (55 for 5, 110 for 10)

14. Shadow Skirmishers (Stealth Infantry)

Keywords: Infantry, Skirmishers, Stealth

Faction Keywords:

Statline:

- M 7" | T 3 | Sv 4+ | W 1 | Ld 6+ | OC 2

Weapons:

- Shard Carbine — 18", Assault 3, S4, AP-1, D1
- Mono-Knives — Melee, S3, AP-1, D1

Abilities:

- **Core:** Stealth
- **Faction:** (Your Army Rule)
- **Unit:** *Cloaked in Shadow* – This unit cannot be targeted by ranged attacks if it is more than 12" away unless it is the closest eligible target.

Options:

- 1 in 5 may take a Disruptor Rifle (24", Heavy 1, S7, AP-2, D3).

Points: 13pts/model (65 for 5, 130 for 10)

15. Rift Hunters (Dimensional Raiders)

Keywords: Infantry, Hunters, Riftborn

Faction Keywords:

Statline:

- M 6" | T 4 | Sv 4+ | W 2 | Ld 6+ | OC 1

Weapons:

- Rift Carbines — 18", Assault 2, S5, AP-1, D1, Anti-Psyker 4+
- Rift Blades — Melee, S+1, AP-2, D1

Abilities:

- **Core:** Deep Strike
- **Faction:** (Your Army Rule)
- **Unit:** *Hunters Beyond* – At the end of your opponent's Movement phase, if this unit is not within Engagement Range of enemy units, you may remove it from the battlefield. In your next Movement phase, it returns anywhere more than 9" away from enemies.

Options:

- One Rift Hunter may carry a Rift Beacon: once per battle, allow one other friendly Deep Strike unit to arrive within 6" of this unit and 6" away from enemies.

Points: 20pts/model (100 for 5, 200 for 10)

16. Techno-Arcanists (Warp-Engineered Sorcerers)

Keywords: Infantry, Psyker, Arcanist

Faction Keywords:

Statline:

- M 6" | T 3 | Sv 5+ | W 1 | Ld 6+ | OC 1

Weapons:

- Arc-Staff — Melee, S+2, AP-1, D2
- Warp-Bolt Projector — 18", Assault D3, S6, AP-2, D1, Psychic

Abilities:

- **Core:** Leader
- **Faction:** (Your Army Rule)
- **Unit:** *Techno-Ward* – While this unit contains an Arcanist Leader, it has a 5+ invulnerable save.
- **Psychic Pulse (Action):** Once per battle, during your Shooting phase, pick an enemy unit within 18". That unit suffers D3 Mortal Wounds.

Options:

- May be taken as a squad of 3–6.

Points: 25pts/model

17. Drakesworn Guard (Dragon-Knight Infantry)

Keywords: Infantry, Guard, Draconic

Faction Keywords:

Statline:

- M 5" | T 4 | Sv 3+ | W 2 | Ld 6+ | OC 1

Weapons:

- Drakeblades — Melee, S+1, AP-2, D2
- Flamecaster Gauntlets — 12", Pistol D3, S4, AP-1, D1, Torrent

Abilities:

- **Core:** Feel No Pain 6+
- **Faction:** (Your Army Rule)
- **Unit:** *Drake's Resolve* – Each time this unit passes a Battle-shock test, it regains D3 lost wounds across the unit.

Options:

- 1 in 5 may take a Heavy Drakeclaw (Melee, S+3, AP-3, D3).

Points: 22pts/model (110 for 5, 220 for 10)

18. Rune-Bound Sentinels (Runic Infantry)

Keywords: Infantry, Sentinel, Runic

Faction Keywords:

Statline:

- M 5" | T 5 | Sv 4+ | W 2 | Ld 6+ | OC 1

Weapons:

- Runeblade — Melee, S+2, AP-2, D2

- Rune-Caster Orb — 18", Heavy 1, S7, AP-2, D3, Anti-Daemon 2+

Abilities:

- **Core:** Feel No Pain (vs Psychic) 5+
- **Faction:** (Your Army Rule)
- **Unit:** *Runic Wards* – While this unit is within 6" of an Objective, enemy Psychic powers that target units within range suffer -1 to the Psychic test.

Options:

- 1 model may carry a Runic Standard: friendly units within 6" auto-pass Battle-shock.

Points: 24pts/model

19. Aetherguard Marksmen (Arcane Snipers)

Keywords: Infantry, Marksmen, Aetherguard

Faction Keywords:

Statline:

- M 6" | T 3 | Sv 4+ | W 1 | Ld 6+ | OC 1

Weapons:

- Aetherlance Rifle — 36", Heavy 1, S7, AP-3, D3, Precision
- Etheric Blade — Melee, S+1, AP-1, D1

Abilities:

- **Core:** Lone Operative (if unit is 1 model)
- **Faction:** (Your Army Rule)

- **Unit:** *Ghostshot* – Each time this unit targets a Character, re-roll Wound rolls of 1.

Options:

- May be taken as 1–3 models per unit.

Points: 35pts/model

20. Starborn Myrmidons (Celestial Infantry)

Keywords: Infantry, Myrmidons, Starborn

Faction Keywords:

Statline:

- M 6" | T 4 | Sv 3+ | W 2 | Ld 6+ | OC 2

Weapons:

- Celestial Spears — Melee, S+2, AP-2, D2
- Solar Crossbows — 18", Assault 2, S5, AP-1, D1

Abilities:

- **Core:** Deep Strike
- **Faction:** (Your Army Rule)
- **Unit:** *Starlight Barrage* – The first time this unit is set up on the battlefield, each model makes one additional ranged attack.

Options:

- 1 in 5 may take a Celestial Banner: grants +1 OC to this unit while within 6" of an Objective.

Points: 23pts/model

21. Voidstalker Hunters (Anti-Monster Specialists)

Keywords: Infantry, Hunters, Voidstalker

Faction Keywords:

Statline:

- M 6" | T 4 | Sv 4+ | W 2 | Ld 6+ | OC 1

Weapons:

- Voidpike — Melee, S+3, AP-3, D3, Anti-Monster 4+
- Phase-Carbine — 24", Assault 2, S5, AP-1, D1

Abilities:

- **Core:** Scouts 6"
- **Faction:** (Your Army Rule)
- **Unit:** *Void Killers* – Each time this unit makes an attack against a Monster or Vehicle, re-roll Wound rolls of 1.

Options:

- Squad size 5–10.

Points: 24pts/model

22. Warpblade Assassins (Stealth Infantry)

Keywords: Infantry, Assassin, Warpblade

Faction Keywords:

Statline:

- M 7" | T 3 | Sv 5+ | W 1 | Ld 6+ | OC 1

Weapons:

- Warpblades — Melee, S+1, AP-2, D2, [Devastating Wounds]
- Shard-Pistol — 12", Pistol 2, S4, AP-1, D1

Abilities:

- **Core:** Lone Operative (if unit is 1 model)
- **Faction:** (Your Army Rule)
- **Unit:** *Phase Step* – At the start of your Movement phase, you may remove this unit from the battlefield and set it up again at the end of the phase anywhere more than 9" from enemy models.

Options:

- May be taken as 1–3 per unit.

Points: 40pts/model

23. Ironbound Exo-Suits (Heavy Infantry)

Keywords: Infantry, Battlesuit, Ironbound

Faction Keywords:

Statline:

- M 5" | T 6 | Sv 2+ | W 3 | Ld 6+ | OC 1

Weapons:

- Power Gauntlets — Melee, S+4, AP-3, D3
- Twin Arc Cannon — 18", Assault 4, S7, AP-2, D2

Abilities:

- **Core:** Steadfast (cannot be Battle-shocked while within 3" of an Objective)
- **Faction:** (Your Army Rule)
- **Unit:** *Bulwark Mode* – Once per battle, at the start of any phase, you may give this unit a 4+ invulnerable save until the end of the phase.

Options:

- 1 in 5 may replace Arc Cannon with a Siege Hammer (Melee, S+6, AP-4, D6).

Points: 45pts/model

24. Seraphic Infiltrators (Angel-themed Deep Strike Troops)

Keywords: Infantry, Infiltrators, Seraphic

Faction Keywords:

Statline:

- M 12" | T 4 | Sv 3+ | W 2 | Ld 6+ | OC 1

Weapons:

- Plasma Halberds — Melee, S+2, AP-3, D2
- Radiant Bolters — 18", Assault 2, S5, AP-2, D1

Abilities:

- **Core:** Deep Strike
- **Faction:** (Your Army Rule)
- **Unit:** *Angelic Descent* – The turn this unit is set up on the battlefield, models in this unit have +1 to Wound in melee.

Options:

- 1 model may carry a Halo Standard: friendly units within 6" gain +1 Ld.

Points: 30pts/model

25. Obsidian Reapers (Doom Infantry)

Keywords: Infantry, Reaper, Obsidian

Faction Keywords:

Statline:

- M 6" | T 4 | Sv 4+ | W 2 | Ld 6+ | OC 1

Weapons:

- Reaper Scythes — Melee, S+3, AP-3, D2
- Soulrifle — 24", Rapid Fire 1, S6, AP-2, D2, [Devastating Wounds]

Abilities:

- **Core:** Feel No Pain 5+
- **Faction:** (Your Army Rule)
- **Unit:** *Harbingers of Death* – If this unit destroys an enemy unit, until the end of the battle all enemy units within 6" suffer -1 Ld.

Options:

- 1 in 5 may replace Soulrifle with a Void Cannon (Heavy 1, S9, AP-4, D3+3).

Points: 33pts/model