

| | WS | BS | S | T | W | I | A | Ld | Sv |
|-----------------|----|----|---|---|---|---|---|----|----|
| Order Cenobite | 5 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 2+ |
| Order Preceptor | 6 | 4 | 4 | 4 | 2 | 4 | 2 | 10 | 2+ |

Unit Composition

- 4 Order Cenobites
- 1 Order Preceptor

Unit Type

- Order Cenobite: Infantry (Character)
- Order Preceptor: Infantry (Character)

Wargear

- Cataphractii pattern Terminator armour
- Terranic greatsword
- Plasma-caster

Special Rules

- Legiones Astartes (Dark Angels)
- Stubborn
- Adamantium Will
- Order Exemplars

Dedicated Transport

- An Inner Circle Knights Cenobium unit numbering five models may take a Land Raider Phobos as a Dedicated Transport, or a Spartan if numbering 10 models or fewer.

An Inner Circle Knights Cenobium may be chosen as an Elites choice for a Dark Angels Legiones Astartes army.

Options

- The squad may include:
 - Up to five additional Order Cenobites+45 points each
- Any model in the unit may replace their Terranic greatsword with one of the following:
 - Thunder hammer..... Free
- The Order Preceptor may be equipped with:
 - Grenade harness.....+5 points
 - Digital lasers.....+10 points

Special Rules

Order Exemplars

Within the First Legion there are innumerable separate Orders, each dedicated to a singular creed of war. The Cenobium stand as the greatest exemplars of these Orders, keepers of the secrets they hold.

Before the start of play each unit of Inner Circle Knights must be assigned an Order from the following list – the entire unit must be of the same Order:

Augurs of Weakness: When making an Armour Penetration roll against a target with Armour 11 or more on the facing targeted, a model with this special rule may add +1 to the Strength of the weapon used to make the attack.

Icons of Resolve: This model gains +1 Attack on any turn in which it, or a unit it is part of, is Charged by one or more enemy units.

Guardians of Sanctity: When making a Deny the Witch roll for a unit that includes this model, roll an additional D6 and discard the lower result before determining if the roll succeeds or fails.

Slayers of Kings: This model may re-roll failed To Hit rolls of '1' when engaged in combat or in a Challenge with any model whose WS is 5 or higher.

Hunters of Beasts: This model may re-roll failed To Wound rolls of '1' when engaged in combat with any model with a Toughness of 5, or any failed To Wound roll if the target's Toughness is 6 or higher.

Reapers of Hosts: This model gains +1 Attack in any Fight sub-phase which they begin in base contact with more than one enemy model.

Breakers of Witches: This model may re-roll all To Hit and To Wound rolls in close combat when attacking an enemy unit affected by a Blessing psychic power, or an enemy unit with either the Psyker or Brotherhood of Psykers/Sorcerers, Psychic Pilot, Daemon, or Daemon of the Ruinstorm special rules.

In addition, such is the superlative skill of the Inner Circle Knights that they may make Overwatch attacks, despite being equipped with Cataphractii pattern Terminator armour.

Weapons

Plasma-caster

| | Range | Str | AP | Type |
|---------------|-------|-----|----|--|
| Plasma-caster | 12" | 4 | 2 | Assault 2, Ignores Cover, Plasma Flame |

Plasma Flame

When making an Overwatch attack, any failed To Hit rolls may be re-rolled.