

 **RANGED WEAPONS**

| WEAPON                                                                         | RANGE | A  | BS  | S | AP | D  |
|--------------------------------------------------------------------------------|-------|----|-----|---|----|----|
| Bolt pistol<br>CLOSE-QUARTERS                                                  | 12"   | 1  | 3+  | 5 | -1 | 1  |
| Boltgun                                                                        | 24"   | 2  | 3   | 4 | 0  | 1  |
| Deathwatch twin boltgun                                                        | 24"   | 4  | 3+  | 4 | 0  | 1  |
| Frag cannon<br>BLAST, HEAVY, RAPID FIRE D3                                     | 18"   | D3 | 4+  | 7 | -1 | 2  |
| Heavy Flamer<br>IGNORES COVER, TORRENT                                         | 12"   | D6 | N/A | 5 | -1 | 1  |
| Long Vigil ranged weapon<br>ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1 | 24"   | 1  | 4+  | 4 | 0  | 1  |
| Psychic Cleanse<br>PSYCHIC                                                     | 24"   | D6 | 3+  | 5 | -1 | D3 |

 **MELEE WEAPONS**

| WEAPON                              | RANGE | A | WS | S | AP | D  |
|-------------------------------------|-------|---|----|---|----|----|
| Artificer crozius                   | Melee | 5 | 2+ | 6 | -1 | 2  |
| Close combat weapon                 | Melee | 3 | 3+ | 5 | -2 | 1  |
| Force weapon<br>PSYCHIC             | Melee | 5 | 2+ | 5 | -3 | D3 |
| Long Vigil melee weapon             | Melee | 3 | 3+ | 5 | -2 | 1  |
| Power fist                          | Melee | 3 | 3+ | 8 | -2 | 2  |
| Twin lightning claws<br>TWIN-LINKED | Melee | 4 | 3+ | 5 | -2 | 1  |

**ABILITIES**

- Catechism of Death**

While this unit contains Chaplain Cassius, melee weapons equipped by models in this unit have the **[DEVASTATING WOUNDS]** ability.
- Invulnerable Save**

Chaplain Cassius has a 4+ invulnerable save.
- Invulnerable Save**

Garran Branatar has a 4+ invulnerable save.
- Jump Pack**

The bearer has a Move characteristic of 12" and can move over models and terrain as if they were not there.
- Psychic Hood**

Models in the bearer's unit have the Feel No Pain 4+ ability against **Psychic** Attacks.
- Unflinching**

You can re-roll Battle-shock tests for this unit.

**WEAPON ABILITIES**

- Anti**

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*
- Blast**

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

### Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

### Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

### Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

### Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

### Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

### Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

### Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

## FACTION RULES

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### Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

## CORE RULES

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### Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

### Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.