

C O D E X

IMPERIUM - DEATHWATCH

newvision

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FRAKTIONSREGELN

MISSION TACTICS

Refer to the Detachment Rule for more information.

DETACHMENT OVERVIEW

13 Detachments

Gladius Task Force

6 Stratagems · 4 Enhancements

Anvil Siege Force

6 Stratagems · 4 Enhancements

Ironstorm Spearhead

6 Stratagems · 4 Enhancements

Firestorm Assault Force

6 Stratagems · 4 Enhancements

Stormlance Task Force

6 Stratagems · 4 Enhancements

Vanguard Spearhead

6 Stratagems · 4 Enhancements

1st Company Task Force

6 Stratagems · 4 Enhancements

Librarius Conclave

6 Stratagems · 4 Enhancements

Bastion Task Force

5 Stratagems · 4 Enhancements

Orbital Assault Force

6 Stratagems · 4 Enhancements

Ceramite Sentinels

6 Stratagems · 4 Enhancements

Armoured Speartip

6 Stratagems · 4 Enhancements

Headhunter Task Force

6 Stratagems · 4 Enhancements

GLADIUS TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Artificer Armour

10 pts

ADEPTUS ASTARTES model only. The bearer has a Save characteristic of 2+ and the Feel No Pain 5+ ability.

The Honour Vehement

15 pts

ADEPTUS ASTARTES model only. Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. While the bearer is under the effects of the Assault Doctrine, add 2 to the Attacks and Strength characteristics of the bearers melee weapons instead.

Adept of the Codex

20 pts

CAPTAIN model only. At the start of your Command phase, if the bearer is on the battlefield, instead of selecting a Combat Doctrine to be active for your army, you can select the Tactical Doctrine. If you do, until the start of your next Command phase, that Combat Doctrine is active for the bearer's unit only, even if you have already selected that Combat Doctrine to be active for your army this battle.

Fire Discipline

25 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability. In addition, while the bearer's unit is under the effects of the Devastator Doctrine, you can reroll Advance rolls made for that unit.

DETACHMENT RULE

The Codex Astartes has proven its worth as a superb treatise on warfare over countless battlefields, and has remained so even after ten thousand years. Many Space Marines hold its wisdom in awe, and exemplify its teachings, employing a flexible set of combat doctrines to eliminate their enemy. Few opponents can withstand the fury of such an onslaught. At the start of your Command phase, you can select one of the Combat Doctrines listed below. Until the start of your next Command phase, that Combat Doctrine is active and its effects apply to all ADEPTUS ASTARTES units from your army. You can only select each Combat Doctrine once per battle.

Devastator Doctrine The Codex Astartes details the strategic value of overwhelming firepower applied to key targets while advancing into position to eliminate threats. This unit is eligible to shoot in a turn in which it Advanced.

Tactical Doctrine As the warring armies close upon one another and vicious fire-fights erupt, the Codex lays out strategies for swiftly seizing the initiative and combining versatility with firepower. This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Assault Doctrine The Codex Astartes leaves no doubt that the killing blow in most engagements must be delivered with a decisive close-quarters strike. It presents plentiful tactical means to achieve this end. This unit is eligible to declare a charge in a turn in which it Advanced.

STRATAGEMS (6/6)

1 CP GLADIUS TASK FORCE – STRATEGIC PLOY STRATAGEM

COMMAND

ADAPTIVE STRATEGY

When: Your Command phase.

Target: One ADEPTUS ASTARTES unit from your army.

Effect: Select the Devastator Doctrine, Tactical Doctrine or Assault Doctrine. Until the start of your next Command phase, that Combat Doctrine is active for that unit instead of any other Combat Doctrine that is active for your army, even if you have already selected that doctrine this battle.

1 CP GLADIUS TASK FORCE – STRATEGIC PLOY STRATAGEM

MOVEMENT

SQUAD TACTICS

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that is within 9" of the enemy unit that just ended that move.

Effect: Your unit can make a Normal move of up to D6", or a Normal move of up to 6" instead if it is under the effects of the Tactical Doctrine.

Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.

1 CP GLADIUS TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP GLADIUS TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

STORM OF FIRE

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability. If your unit is under the effects of the Devastator Doctrine, until the end of the phase, improve the Armour Penetration characteristic of such weapons by 1 as well.

1 CP GLADIUS TASK FORCE – BATTLE TACTIC STRATAGEM

FIGHT

HONOUR THE CHAPTER

When: Fight phase.

Target: One ADEPTUS ASTARTES unit from your army.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] ability. If your unit is under the effects of the Assault Doctrine, until the end of the phase, improve the Armour Penetration characteristic of such weapons by 1 as well.

2 CP GLADIUS TASK FORCE – EPIC DEED STRATAGEM

FIGHT

ONLY IN DEATH DOES DUTY END

When: Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

ANVIL SIEGE FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Indomitable Fury

20 pts

GRAVIS model only. The first time the bearer is destroyed, roll one D6 at the end of the phase. On a 2+, set the bearer back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

Stoic Defender

15 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, models in that unit have the Feel No Pain 6+ ability while they are within range of an objective marker you control and, while that unit is Battle-shocked, halve the Objective Control characteristic of models in that unit instead of changing it to 0.

Fleet Commander

15 pts

CAPTAIN model only. Once per battle, at the start of your Shooting phase, you can select one point on the battlefield and place a marker on that point. At the start of your next Shooting phase, place another marker on the battlefield within 12" of the centre of the first marker, then draw a straight line between the centre of each of these markers. Roll one D6 for each unit that line passes over or through: on a 3+, that unit suffers D3 mortal wounds. Both markers are then removed.

Architect of War

25 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

DETACHMENT RULE

Shield of the Imperium Across blood-drenched battlefields, within towering citadels and isolated orbital stations, the Angels of Death throw back tides of traitors, mutants, xenos and heretics, and purge enemy holdings of foes thanks to their disciplined strategies and fighting skills. All who oppose them are met with volleys of deadly accurate firepower long before they reach the battle-brothers' razor-sharp blades. Ranged weapons equipped by ADEPTUS ASTARTES models from your army have the [HEAVY] ability. If such a weapon already has this ability, each time an attack is made with that weapon, if the attacking model's unit Remained Stationary this turn, add 1 to the Wound roll.

STRATAGEMS (6/6)

1 CP ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM

COMMAND

NOT ONE BACKWARDS STEP

When: Your Command phase.

Target: One ADEPTUS ASTARTES INFANTRY unit from your army within range of an objective marker.

Effect: Until the end of the turn, double the Objective Control characteristic of models in your unit, but it must Remain Stationary this turn.

1 CP ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

BATTLE DRILL RECALL

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability. If your unit Remained Stationary this turn, then until the end of the phase, each time a model in your unit makes a ranged attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

2 CP ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM

SHOOTING

HAIL OF VENGEANCE

When: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

Target: One ADEPTUS ASTARTES unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks.

Effect: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

2 CP ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

NO THREAT TOO GREAT

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets a MONSTER or VEHICLE unit, you can re-roll the Wound roll.

1 CP ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM

FIGHT

RIGID DISCIPLINE

When: End of the Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that is within Engagement Range of one or more enemy units.

Effect: Your unit can immediately make a Fall Back move of up to 6".

Restriction: When making that move, your unit must end that move either wholly within your deployment zone or within range of an objective marker.

IRONSTORM SPEARHEAD

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Target Augury Web

30 pts

TECHMARINE model only. In your Command phase, select one ADEPTUS ASTARTES VEHICLE model within 6" of the bearer. Until the start of your next Command phase, weapons equipped by that VEHICLE model have the [LETHAL HITS] ability.

The Flesh is Weak

10 pts

ADEPTUS ASTARTES model only. The bearer has the Feel No Pain 4+ ability.

Adept of the Ommissiah

35 pts

TECHMARINE model only. Once per battle round, when a saving throw is failed for a friendly ADEPTUS ASTARTES VEHICLE model within 6" of the bearer, you can change the Damage characteristic of that attack to 0.

Master of Machine War

20 pts

ADEPTUS ASTARTES model only. In your Command phase, select one ADEPTUS ASTARTES VEHICLE model within 6" of the bearer. Until the start of your next Command phase, that VEHICLE is eligible to shoot even if it Fell Back or Advanced this turn.

DETACHMENT RULE

Armoured WrathAn Ironstorm Spearhead's commanders guide their assault with pre-cogitated fire solutions, cycling data-gheist inloads and whispered binharic auguries. These ensure their warriors, and the belligerent machine spirits inhabiting their war engines, deliver their fire with inescapable accuracy. Once per phase for each ADEPTUS ASTARTES unit in your army, you can re-roll one Hit roll, one Wound roll or one Damage roll made for a model in that unit.

STRATAGEMS (6/6)

1 CP IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM **COMMAND**

ANCIENT FURY

When: Your Command phase.

Target: One ADEPTUS ASTARTES WALKER model from your army.

Effect: Until the start of your next Command phase, improve your model's Move, Toughness, Leadership and Objective Control characteristics by 1 and each time your model makes an attack, add 1 to the Hit roll.

1 CP IRONSTORM SPEARHEAD – BATTLE TACTIC STRATAGEM **COMMAND**

UNBOWED CONVICTION

When: Command phase.

Target: One ADEPTUS ASTARTES unit from your army that is below its Starting Strength.

Effect: Until the end of the turn, your unit can ignore any or all modifiers to its characteristics and/or to any roll or test made for it (excluding modifiers to saving throws).

1 CP IRONSTORM SPEARHEAD – BATTLE TACTIC STRATAGEM **SHOOTING**

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

2 CP IRONSTORM SPEARHEAD – BATTLE TACTIC STRATAGEM **SHOOTING**

MERCY IS WEAKNESS

When: Your Shooting phase or the Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is below its Starting Strength, that attack has the [SUSTAINED HITS 1] ability, and when making such an attack, if the attacking model is a VEHICLE, a successful unmodified Hit roll of 5+ scores a Critical Hit.

1 CP IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM **SHOOTING**

POWER OF THE MACHINE SPIRIT

When: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

Target: One ADEPTUS ASTARTES VEHICLE unit from your army that was reduced to Below Half-strength as a result of the attacking unit's attacks.

Effect: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

1 CP IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM **ANY**

VENGEFUL ANIMUS

When: Any phase, just after an ADEPTUS ASTARTES VEHICLE model from your army with the Deadly Demise ability is destroyed.

Target: That ADEPTUS ASTARTES VEHICLE model. You can use this Stratagem on that model even though it was just destroyed.

Effect: Do not roll one D6 to determine whether mortal wounds are inflicted by your model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted.

FIRESTORM ASSAULT FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Champion of Humanity

10 pts

TACTICUS model only. While the bearer is leading a unit, models in that unit can ignore any or all modifiers to their characteristics and/or to any roll or test made for them (excluding modifiers to saving throws).

War-tempered Artifice

25 pts

ADEPTUS ASTARTES INFANTRY model only. Add 3 to the Strength characteristic of the bearer’s melee weapons.

Forged in Battle

15 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, once per turn, after making a Hit roll or a saving throw for a model in that unit, you can change the result of that roll to an unmodified 6.

Adamantine Mantle

20 pts

ADEPTUS ASTARTES model only. Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack. If that attack was made with a Melta or Torrent weapon, change the Damage characteristic of that attack to 1 instead.

DETACHMENT RULE

Close-range EradicationThe Space Marines are the Emperor’s finest shock troops, striking at the foe before they can react. In their rapid, mechanised assaults, Space Marines smash aside the enemy, destroying them at close quarters without mercy.Ranged weapons equipped by ADEPTUS ASTARTES models from your army have the [ASSAULT] ability, and each time an attack made with such a weapon targets a unit within 12”, add 1 to the Strength characteristic of that attack.

STRATAGEMS (6/6)

1 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

BURNING VENGEANCE

When: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

Target: One ADEPTUS ASTARTES TRANSPORT unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: One unit embarked within that TRANSPORT can disembark as if it were your Movement phase, and can then shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

1 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

CRUCIBLE OF BATTLE

When: Your Shooting phase or the Fight phase.

Target: One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets the closest eligible target within 6", add 1 to the Wound roll.

2 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

IMMOLATION PROTOCOLS

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, Torrent weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

1 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

ONSLAUGHT OF FIRE

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that disembarked from a TRANSPORT this turn and has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets the closest eligible target within 12", add 1 to the Hit roll. If one or more enemy models are destroyed as the result of any of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

1 CP FIRESTORM ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

FIGHT

RAPID EMBARKATION

When: End of the Fight phase.

Target: One ADEPTUS ASTARTES TRANSPORT unit from your army that has no models embarked within it, and one ADEPTUS ASTARTES INFANTRY unit from your army wholly within 6" of that TRANSPORT.

Effect: Your INFANTRY unit can embark within that TRANSPORT.

Restriction: You cannot target an INFANTRY unit that is within Engagement Range of one or more enemy units, that cannot normally embark within that TRANSPORT, or that disembarked from a TRANSPORT this turn.

STORMLANCE TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Fury of the Storm

25 pts

ADEPTUS ASTARTES MOUNTED model only. Improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 1. Each time the bearer ends a Charge move, until the end of the turn, improve the Strength and Armour Penetration characteristics of the bearers melee weapons by 2 instead.

Portents of Wisdom

15 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, you can re-roll Advance rolls made for that unit.

Feinting Withdrawal

10 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, that unit is eligible to shoot in a turn in which it Fell Back.

Hunter's Instincts

25 pts

ADEPTUS ASTARTES MOUNTED model only. If the bearer's unit is in Strategic Reserves, for the purposes of setting up that unit on the battlefield, treat the current battle round number as being one higher than it actually is.

DETACHMENT RULE

Lightning AssaultThe warriors of a Stormlance Task Force employ high-speed tactics and hit-and-run warfare. They do battle on the move, wrong-footing their enemies with breakneck manoeuvres and melting away one moment only to crash home like a thunderbolt the next.ADEPTUS ASTARTES units from your army are eligible to declare a charge in a turn in which they Advanced or Fell Back.

STRATAGEMS (6/6)

2 CP STORMLANCE TASK FORCE – WARGEAR STRATAGEM

MOVEMENT

FULL THROTTLE

When: Your Movement phase.

Target: One ADEPTUS ASTARTES MOUNTED or ADEPTUS ASTARTES VEHICLE unit (excluding WALKERS) from your army.

Effect: Until the end of the phase, if your unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit, or 9" instead if your unit is MOUNTED.

1 CP STORMLANCE TASK FORCE – STRATEGIC PLOY STRATAGEM

MOVEMENT

WIND-SWIFT EVASION

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that is within 9" of that enemy unit.

Effect: Your unit can make a Normal move of up to 6".

Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.

1 CP STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

BLITZING FUSILLADE

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT] ability. If such a weapon already has this ability, until the end of the phase, that weapon has the [SUSTAINED HITS 1] ability as well.

1 CP STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

RIDE HARD, RIDE FAST

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES MOUNTED or ADEPTUS ASTARTES FLY VEHICLE unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

1 CP STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM

CHARGE

SHOCK ASSAULT

When: Your Charge phase.

Target: One ADEPTUS ASTARTES MOUNTED unit from your army that has not declared a charge this phase.

Effect: Until the end of the turn, you can re-roll Charge rolls made for your unit and melee weapons equipped by models in that unit have the [LANCE] ability.

VANGUARD SPEARHEAD

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

The Blade Driven Deep

25 pts

ADEPTUS ASTARTES INFANTRY model only. While the bearer is leading a unit, models in that unit have the Infiltrators ability.

Ghostweave Cloak

15 pts

ADEPTUS ASTARTES model only. The bearer has the Stealth and Lone Operative abilities.

Execute and Redeploy

20 pts

PHOBOS model only. In your Shooting phase, after the bearer's unit has shot, if that unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, that unit is not eligible to declare a charge. This cannot allow the bearer's unit to move more than once in your Shooting phase.

Shadow War Veteran

30 pts

PHOBOS model only. Gain following ability:

Lord of Deceit (Aura): Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP.

DETACHMENT RULE

Shadow MastersThe warriors of a Vanguard Spearhead slip through the shadows, half-seen spectres barely visible to the foe. Enemies blaze away into the gloom with increasing panic, their shots flying wide as covert specialists encircle their victims and prepare to level the killing blow.Each time a ranged attack targets an ADEPTUS ASTARTES unit from your army, unless the attacking model is within 12", subtract 1 from the Hit roll and the target has the Benefit of Cover against that attack.

STRATAGEMS (6/6)

1 CP VANGUARD SPEARHEAD – WARGEAR STRATAGEM **COMMAND**

A DEADLY PRIZE

When: Start of the Command phase.

Target: One ADEPTUS ASTARTES INFANTRY or ADEPTUS ASTARTES MOUNTED unit from your army within range of an objective marker you control.

Effect: That objective marker is said to be Sabotaged, and remains under your control even if you have no models within range of it, until your opponent controls it at the start or end of any turn. While an objective marker is Sabotaged and under your control, each time an enemy unit ends a Normal, Advance, Fall Back or Charge move within range of that objective marker, roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

1 CP VANGUARD SPEARHEAD – BATTLE TACTIC STRATAGEM **SHOOTING**

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP VANGUARD SPEARHEAD – BATTLE TACTIC STRATAGEM **SHOOTING**

STRIKE FROM THE SHADOWS

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit that is more than 12" away, improve the Ballistic Skill and Armour Penetration characteristics of that attack by 1. If one or more enemy models are destroyed as a result of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

1 CP VANGUARD SPEARHEAD – STRATEGIC PLOY STRATAGEM **CHARGE**

CALCULATED FEINT

When: Your opponent's Charge phase, just after an enemy unit declares a charge.

Target: One ADEPTUS ASTARTES INFANTRY unit from your army that was selected as a target of that charge.

Effect: Your unit can make a Normal move of up to D6", or up to 6" instead if it is a PHOBOS or Scout SQUAD unit.

Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.

1 CP VANGUARD SPEARHEAD – STRATEGIC PLOY STRATAGEM **FIGHT**

GUERRILLA TACTICS

When: End of your opponent's Fight phase.

Target: Up to two PHOBOS and/or SCOUT SQUAD units from your army, or one other ADEPTUS ASTARTES INFANTRY unit from your army.

Effect: Remove those units from the battlefield and place them into Strategic Reserves.

Restriction: Each unit selected for this Stratagem must be more than 3" away from all enemy models.

2 CP VANGUARD SPEARHEAD – BATTLE TACTIC STRATAGEM **FIGHT**

SURGICAL STRIKES

When: Fight phase.

Target: One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [PRECISION] ability.

1ST COMPANY TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

The Imperium's Sword

25 pts

ADEPTUS ASTARTES model only. Add 1 to the Attacks characteristic of the bearers melee weapons. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by all other models in the bearer's unit as well.

Fear Made Manifest (Aura)

30 pts

ADEPTUS ASTARTES model only. While an enemy unit (excluding MONSTERS and VEHICLES) is within 6" of the bearer, each time that unit fails a Battle-shock test, one model in that unit is destroyed (chosen by its controlling player). Once per battle, when such an enemy unit fails a Battle-shock test, you can choose for D3 models in that unit to be destroyed in this way instead.

Rites of War

10 pts

ADEPTUS ASTARTES TERMINATOR model only. Improve the Objective Control characteristic of the bearer by 1. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Objective Control characteristic of all other models in the bearer's unit as well.

Iron Resolve

15 pts

ADEPTUS ASTARTES TERMINATOR model only. The bearer has the Feel No Pain 5+ ability. Once per battle, after the bearer's unit is selected as the target of one or more attacks, the bearer can use this Enhancement. If it does, until the end of the phase, models in the bearer's unit have the Feel No Pain 5+ ability.

DETACHMENT RULE

Extremis-level ThreatThe 1st Company's veterans have fought at the forefront of their Chapter's wars for many mortal lifespans. Experience has taught them to identify the foe's lethal threats and to lead their battle-brothers to purge them from existence. Once per battle, in your Command phase, you can use this ability. If you do, until the start of your next Command phase, each time a model from your army with the Oath of Moment ability makes an attack that targets your Oath of Moment target, you can re-roll the Wound roll as well.

STRATAGEMS (6/6)

1 CP1ST COMPANY TASK FORCE – STRATEGIC PLOY
STRATAGEM**MOVEMENT**

DUTY AND HONOUR

When: Your Movement phase.**Target:** One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army within range of an objective marker you control.**Effect:** That objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.**1 CP**1ST COMPANY TASK FORCE – BATTLE TACTIC
STRATAGEM**SHOOTING**

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.**Target:** One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.**Effect:** Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.**1 CP**1ST COMPANY TASK FORCE – BATTLE TACTIC
STRATAGEM**SHOOTING**

HEROES OF THE CHAPTER

When: Your Shooting phase or the Fight phase.**Target:** One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army that has not been selected to shoot or fight this phase.**Effect:** Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Hit roll. If your unit is Below Half-strength, add 1 to the Wound roll as well.**1 CP**1ST COMPANY TASK FORCE – BATTLE TACTIC
STRATAGEM**CHARGE**

LEGENDARY FORTITUDE

When: Your opponent's Charge phase, just after an enemy unit ends a Charge move.**Target:** One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army within Engagement Range of that enemy unit.**Effect:** Until the end of the turn, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.**1 CP**1ST COMPANY TASK FORCE – STRATEGIC PLOY
STRATAGEM**FIGHT**

ORBITAL TELEPORTARIUM

When: End of your opponent's Fight phase.**Target:** One ADEPTUS ASTARTES TERMINATOR unit from your army.**Effect:** Remove your unit from the battlefield and place it into Strategic Reserves. It will arrive back on the battlefield in the Reinforcements step of your next Movement phase using the Deep Strike ability.**Restriction:** You cannot select a unit that is within Engagement Range of one or more enemy units.**1 CP**1ST COMPANY TASK FORCE – STRATEGIC PLOY
STRATAGEM**FIGHT**

TERRIFYING PROFICIENCY

When: Your Fight phase.**Target:** One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army that made a Charge move this turn and destroyed one or more enemy units this phase.**Effect:** In your opponent's next Command phase, each enemy unit within 6" of your unit must take a Battle-shock test. If the unit taking that test is Below Half-strength, subtract 1 from that test. Enemy units affected by this Stratagem do not need to take any other Battle-shock tests in the same phase.

LIBRARIUS CONCLAVE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Prescience

25 pts

ADEPTUS ASTARTES PSYKER model only (excluding TERMINATOR models). Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of the bearer's unit, the bearer's unit can make a Normal move of up to D6", or up to 6" instead if the Divination Discipline is active for your army.

Celerity

30 pts

ADEPTUS ASTARTES PSYKER model only. The bearer's unit is eligible to declare a charge in a turn in which it Advanced, and if the Biomancy Discipline is active for your army, it is eligible to declare a charge in a turn in which it Fell Back.

Obfuscation

20 pts

ADEPTUS ASTARTES PSYKER model only. Enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit, and if the Telepathy Discipline is active for your army, the bearer's unit cannot be targeted by ranged attacks unless the attacking model is within 18".

Fusillade

35 pts

ADEPTUS ASTARTES PSYKER model only. Ranged weapons equipped by models in the bearer's unit have the [ANTI-MONSTER 5+] and [ANTI-VEHICLE 5+] abilities, and:

The [SUSTAINED HITS 1] ability if the Pyromancy Discipline is active for your army. Add 6" to the Range characteristic of those weapons if the Telekinesis Discipline is active for your army.

DETACHMENT RULE

Psychic Disciplines Librarians spend their lives mastering psychic disciplines, learning how to manipulate the energies of the Immaterium to confound their foes and embolden their battle-brothers. At the start of the battle round, select one of the following Psychic Disciplines. Until the end of the battle round, that Psychic Discipline is active and its effects apply to all ADEPTUS ASTARTES PSYKER units from your army.

Biomancy Discipline

Add 2" to the Move characteristic of models in this unit.

Divination Discipline

Each time a model in this unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

Pyromancy Discipline

Each time a ranged attack made by a model in this unit targets an enemy unit within 12", improve the Armour Penetration characteristic of that attack by 1.

Telekinesis Discipline

Each time a ranged attack targets this unit, subtract 1 from the Strength characteristic of that attack.

Telepathy Discipline

Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's Weapon Skill or Ballistic Skill characteristics and/or any or all modifiers to the Hit roll.

STRATAGEMS (6/6)

1 CP

LIBRARIUS CONCLAVE – STRATEGIC PLOY
STRATAGEM

COMMAND

SENSORY ASSAULT

When: Command phase.

Target: One Adeptus Astartes Psyker unit from your army.

Effect: Select one enemy unit that is within 18" of and visible to one PSYKER model in your unit. Until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for it. In addition, if the Telepathy Discipline is active for your army, that enemy unit must take a Battle-shock test, subtracting 1 from the result.

1 CP

LIBRARIUS CONCLAVE – STRATEGIC PLOY
STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP

LIBRARIUS CONCLAVE – STRATEGIC PLOY
STRATAGEM

SHOOTING

ASSAIL

When: Your Shooting phase.

Target: One Adeptus Astartes Psyker unit from your army that is eligible to shoot.

Effect: Select one enemy unit within 18" of and visible to one or more PSYKER models in your unit (excluding units with the Lone Operative ability), and roll six D6, adding 1 to each result if the Telekinesis Discipline is active for your army: for each 4+, that enemy unit suffers 1 mortal wound.

1 CP

LIBRARIUS CONCLAVE – STRATEGIC PLOY
STRATAGEM

SHOOTING

PRESCIENT PRECISION

When: Your Shooting phase.

Target: One Adeptus Astartes Psyker unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, that attack has the [LETHAL HITS] ability, and the [IGNORES COVER] ability as well if the Divination Discipline is active for your army.

1 CP

LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM

FIGHT

FIERY SHIELD

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that is within 18" of one or more friendly Adeptus Astartes Psyker models, and that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll, and if the Pyromancy Discipline is active for your army, weapons that target your unit have the [HAZARDOUS] ability.

1 CP

LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM

FIGHT

IRON ARM

When: Fight phase.

Target: One Adeptus Astartes Infantry unit from your army that is within 18" of one or more Adeptus Astartes Psyker models from your army and has not been selected to Fight this phase.

Effect: Until the end of the phase, add 1 to the Strength characteristic of melee weapons equipped by models in your unit, or add 2 if the Biomancy Discipline is active for your army.

BASTION TASK FORCE

5 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Eye of the Primarch

10 pts

ADEPTUS ASTARTES model only. Ranged weapons equipped by the bearer and BATTLELINE models in the bearer's unit have the [PRECISION] ability.

Hero of the Chapter

20 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, the bearer has the BATTLELINE keyword.

Blades of Valour

15 pts

ADEPTUS ASTARTES model only. Improve the Armour Penetration characteristic of melee weapons equipped by the bearer and BATTLELINE models in the bearer's unit by 1.

Bombast Omnivox

15 pts

ADEPTUS ASTARTES model only. Each time you select the bearer's unit as the target of a Stratagem, roll one D6, adding 1 if the bearer's unit has the BATTLELINE keyword: on a 4+, you gain 1CP.

DETACHMENT RULE

Interlocking TacticsEmploying the full breadth of combined arms tactics taught by the Codex Astartes, mainstay squads hit and fade, blunting enemy attacks while acquiring auspex data to guide the targeting of their more heavily armed comrades.ADEPTUS ASTARTES BATTLELINE units from your army:

Are eligible to shoot and declare a charge in a turn in which they Advanced or Fell Back.Are eligible to start to perform an Action in a turn in which they Advanced or Fell Back.

Each time an ADEPTUS ASTARTES BATTLELINE unit from your army is selected to attack, after resolving those attacks, select one enemy unit hit by one or more of those attacks. Until the end of the turn, that enemy unit is auspex scanned. Each time an ADEPTUS ASTARTES model from your army makes an attack that targets an auspex scanned unit, re-roll a Hit roll of 1.

STRATAGEMS (5/5)

1 CP

BASTION TASK FORCE – BATTLE TACTIC
STRATAGEM

SHOOTING

CODEX DISCIPLINE

When: Your Shooting phase or the Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit, re-roll a Hit roll of 1. If that target is auspex scanned, re-roll a Wound roll of 1 as well.

1 CP

BASTION TASK FORCE – STRATEGIC PLOY
STRATAGEM

SHOOTING

GUIDED DISRUPTION

When: Your Shooting phase or the Fight phase, just after an Adeptus Astartes Battleline unit from your army has finished making its attacks.

Target: That ADEPTUS ASTARTES BATTLELINE unit.

Effect: When an enemy unit is auspex scanned as a result of those attacks this turn, if that enemy unit does not have the MONSTER or VEHICLE keywords, until the start of your next turn, it is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for that unit.

1 CP

BASTION TASK FORCE – STRATEGIC PLOY
STRATAGEM

SHOOTING

HERESY UNDONE

When: Your Shooting phase or your Charge phase.

Target: One ADEPTUS ASTARTES unit (excluding Battleline units) from your army.

Effect: Until the end of the phase, your unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back. If it does, every target of that charge and every target of those attacks must be an auspex scanned unit.

1 CP

BASTION TASK FORCE – BATTLE TACTIC
STRATAGEM

SHOOTING

LIGHT OF VENGEANCE

When: Your Shooting phase or the Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.

Effect: Select the [LETHAL HITS] or [SUSTAINED HITS 1] ability. Until the end of the phase, weapons equipped by models in your unit have that ability while targeting an auspex scanned unit or if the bearer has the Battleline keyword.

1 CP

BASTION TASK FORCE – STRATEGIC PLOY
STRATAGEM

SHOOTING

SHOCK BOMBARDMENT

When: Your Shooting phase or the Fight phase, just after an Adeptus Astartes Battleline unit from your army finished making its attacks.

Target: That ADEPTUS ASTARTES BATTLELINE unit.

Effect: When an enemy unit is auspex scanned as a result of those attacks this turn, until the start of your next turn, it is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

ORBITAL ASSAULT FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Laurels of Thunder

15 pts

ADEPTUS ASTARTES model only. You can re-roll Charge rolls made for the bearer's unit in a turn in which it was set up on the battlefield.

Veteran of the Vanguard

20 pts

ADEPTUS ASTARTES model only. Models in the bearer's unit have the Scouts 6" ability.

Orbital Uplink Reliquary

25 pts

ADEPTUS ASTARTES model only. After both players have deployed their armies, select up to three ADEPTUS ASTARTES units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

Dedicated Gunship

15 pts

ADEPTUS ASTARTES TERMINATOR model only. Once per battle, at the end of your opponent's Fight phase, if the bearer's unit is not within Engagement Range of one or more enemy units, the bearer can use this Enhancement. If it does, remove the bearer's unit from the battlefield and place it into Strategic Reserves.

DETACHMENT RULE

Rapid-drop DeploymentThrough the use of teleportation, Drop Pods and gunship insertion, entire strike forces of Space Marines and even their armoured support can deploy from orbit in a matter of moments, a capability that in and of itself has won entire wars.At the start of the Declare Battle Formations step, select a number of ADEPTUS ASTARTES units (excluding TITANIC units) from your army based on the battle size, as shown below. Models in those units have the Deep Strike ability.

BATTLE SIZENUMBER OF UNITSIncursion2Strike Force3Onslaught4

Each time an ADEPTUS ASTARTES model from your army makes an attack, if it was set up on the battlefield this turn, re-roll a Wound roll of 1. If it disembarked from a DROP POD this turn, re-roll a Hit roll of 1 as well.

STRATAGEMS (6/6)

1 CP ORBITAL ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

COMMAND

SUPPRESSION STRAFING

When: Command phase.

Target: One ADEPTUS ASTARTES unit from your army.

Effect: Select one enemy unit visible to and within 18" of your unit. That enemy unit takes a Battle-shock test. When doing so, subtract 1 from that test and, if that test is failed, until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

Restriction: You cannot use this Stratagem more than once per battle round.

1 CP ORBITAL ASSAULT FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

AUTO-SENSE COORDINATION

When: Your Shooting phase or the Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.

Effect: Select the [LETHAL HITS] or [SUSTAINED HITS 1] ability. Until the end of the phase, weapons equipped by models in your unit have this ability in a turn in which they disembarked from a Drop Pod or while targeting an enemy unit within 12".

1 CP ORBITAL ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

SHOOTING

BLIND SCREEN

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit (excluding Titanic units) from your army that was selected as the target of one or more of the attacking unit's attacks and one friendly Adeptus Astartes Smoke Vehicle or Drop Pod unit within 9" of it.

Effect: Until the end of the phase, models in your units have the Stealth ability and each time a ranged attack targets one of your units, models in that unit have the Benefit of Cover against that attack.

1 CP ORBITAL ASSAULT FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

TACTICAL DECAPITATION

When: Your Shooting phase or the Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, weapons equipped by models in your unit have the [PRECISION] ability and each time a model in your unit makes an attack that targets a CHARACTER unit, add 1 to the Hit roll.

1 CP ORBITAL ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

FIGHT

ONWARD FOR THE EMPEROR

When: End of your opponent's Fight phase.

Target: One Adeptus Astartes Infantry unit from your army that was not set up on the battlefield this turn and one friendly Transport it is able to embark within.

Effect: If your ADEPTUS ASTARTES unit is wholly within 6" of that TRANSPORT, it can embark within it.

1 CP ORBITAL ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

FIGHT

SHOCK ONSLAUGHT

When: Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

CERAMITE SENTINELS

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Honour Indefatigable

25 pts

GRAVIS model only. The first time the bearer is destroyed, roll one D6 at the end of the phase. On a 2+, set the bearer back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

Spy-skull Data Link

15 pts

ADEPTUS ASTARTES model only. Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

Castellum Omnivox

20 pts

ADEPTUS ASTARTES model only. Each time the bearer's unit makes a Fall Back move, select one of the following to apply to that unit until the end of the turn:

That unit is eligible to perform an Action in a turn in which it Fell Back. That unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Defensive Mastery

25 pts

ADEPTUS ASTARTES model only. After both players have deployed their armies, select up to three ADEPTUS ASTARTES units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

DETACHMENT RULE

Adaptive Defence These Space Marines are experts in fighting from rapidly prepared defensive positions. They are able to maximise the potential of almost any terrain to serve as an ad-hoc strongpoint, rapidly assessing optimal firing lines and punishing the foe's every attempt to advance and dislodge them. Each time an ADEPTUS ASTARTES model from your army makes an attack, if that model's unit is within a terrain feature, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

ADEPTUS ASTARTES units from your army gain the **ENTRENCHED** keyword while all of the following are true:

That unit is within a terrain feature. That unit was not set up on the battlefield this turn. No model in that unit has moved more than 3" this turn.

STRATAGEMS (6/6)

1 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM

COMMAND

UNYIELDING MIGHT

When: Command phase.

Target: One ADEPTUS ASTARTES unit from your army that is within Engagement Range of one or more enemy units.

Effect: Until the start of your next Command phase, add 1 to the Objective Control characteristics of models in your unit.

1 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM

SHOOTING

AUGMENTED TARGETING

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Select either the [SUSTAINED HITS 1] or [LETHAL HITS] abilities. Until the end of the phase, ranged weapons equipped by models in your unit have the selected ability. If your unit is ENTRENCHED, until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] and [LETHAL HITS] abilities instead.

1 CP CERAMITE SENTINELS – STRATEGIC PLOY STRATAGEM

SHOOTING

EVASIVE REPOSITIONING

When: Your opponent's Shooting phase, just after an enemy unit has shot.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Your unit can make a Normal move of up to D6". If your unit is ENTRENCHED, you can re-roll the D6 to determine how far your unit can move.

2 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM

SHOOTING

PRIORITY STRIKE

When: Your Shooting phase or the Fight phase.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a CHARACTER, MONSTER or VEHICLE unit, you can re-roll the Wound roll.

1 CP CERAMITE SENTINELS – EPIC DEED STRATAGEM

FIGHT

STAND TO THE END

When: Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if it is an ENTRENCHED unit: on a 4+, do not remove it from play. That destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

ARMoured SPEARTIP

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Liberator

15 pts

ADEPTUS ASTARTES model only. If you control an objective marker at the end of your Command phase, and the bearer's unit (or any HEAVY TRANSPORT it is embarked within) is within range of that objective marker, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

Shock Deployment

20 pts

ADEPTUS ASTARTES TERMINATOR or GRAVIS model only. In your Shooting phase, each time the bearer's unit is selected to shoot, if it disembarked from a TRANSPORT this turn, until the end of the phase, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Tip of the Spear

40 pts

ADEPTUS ASTARTES model only. If the bearer starts the battle embarked within a TRANSPORT, that TRANSPORT has the Scouts 6" ability.

Armoured Commander

25 pts

ADEPTUS ASTARTES model only. Once per turn, in your Movement phase, the bearer can use this Enhancement. If it does, select one friendly ADEPTUS ASTARTES TRANSPORT that is in Strategic Reserves. Until the end of the phase, for the purposes of setting up that TRANSPORT on the battlefield, treat the current battle round number as being one higher than it actually is.

DETACHMENT RULE

Rapid DeploymentLand Raider, Repulsors and other armoured transports plunge headlong into the heart of enemy formations, weathering heavy firepower to deploy their cargo of elite Space Marines into battle.Each time an ADEPTUS ASTARTES unit from your army disembarks from a TRANSPORT (excluding FLY) that made a Normal or Advance move this phase (excluding those that arrived from Strategic Reserves), that disembarked unit can make a Normal move of up to D6", or a Normal move of up to D3+3" instead if that TRANSPORT is a HEAVY TRANSPORT (see below).

Keywords

ADEPTUS ASTARTES TRANSPORT units from your army (excluding FLY) that have a Wounds characteristic of 14+ have the HEAVY TRANSPORT keyword.

1 CP ARMOURD SPEARTIP – STRATEGIC PLOY STRATAGEM

MOVEMENT

ADVANCED DEPLOYMENT**When:** Your Movement phase.**Target:** One Adeptus Astartes Transport unit from your army that has not been selected to move this phase.**Effect:** Until the end of the phase, units can disembark from your TRANSPORT after it has Advanced. Units that do so count as having made a Normal move this phase, and cannot declare a charge in the same turn (unless your TRANSPORT has the Assault Ramp ability), but can otherwise act normally.

1 CP ARMOURD SPEARTIP – STRATEGIC PLOY STRATAGEM

MOVEMENT

CERAMITE SLEDGEHAMMER**When:** Your Movement phase.**Target:** One Adeptus Astartes Transport unit from your army that has not been selected to move this phase.**Effect:** Until the end of the phase, each time your unit makes a Normal or Advance move, it can move horizontally through terrain features. In addition, if your unit is a Heavy Transport, when making this move, your unit can move through enemy models (excluding MONSTERS and VEHICLES) and can move within Engagement Range of such models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

1 CP ARMOURD SPEARTIP – STRATEGIC PLOY STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT**When:** Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.**Target:** One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.**Effect:** Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP ARMOURD SPEARTIP – BATTLE TACTIC STRATAGEM

SHOOTING

PURGATION DOCTRINE**When:** Your Shooting phase.**Target:** One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.**Effect:** Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Hit roll (if your unit disembarked from a Heavy Transport this turn, add 1 to the Wound roll as well).

1 CP ARMOURD SPEARTIP – WARGEAR STRATAGEM

FIGHT

RAPID EMBARKATION**When:** End of the Fight phase.**Target:** One Adeptus Astartes Infantry unit from your army that is not within Engagement Range of one or more enemy units, and one friendly Heavy Transport it is able to embark within.**Effect:** If your ADEPTUS ASTARTES INFANTRY unit is wholly within 6" of that HEAVY TRANSPORT, it can embark within it.

1 CP ARMOURD SPEARTIP – EPIC DEED STRATAGEM

ANY

MACHINE WRATH**When:** Any phase, just after a Heavy Transport unit from your army with the Deadly Demise ability is destroyed.**Target:** That HEAVY TRANSPORT unit, if you rolled a 6 for its Deadly Demise ability. You can use this Stratagem on that unit even though it was just destroyed.**Effect:** Your unit can make a Normal or Fall Back move before its Deadly Demise ability is resolved, and before any embarked units perform an Emergency Disembarkation. When making this move, your unit can move through enemy models (excluding MONSTERS and VEHICLES) and can move within Engagement Range of such models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

HEADHUNTER TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Redoubtable Machine Spirit

25 pts

ADEPTUS ASTARTES VEHICLE model only. The bearer has a 5+ invulnerable save and, at the end of your Command phase, the bearer regains 1 lost wound.

Gunnery Honours

20 pts

ADEPTUS ASTARTES VEHICLE model only. Once per phase, you can re-roll one Hit roll, one Wound roll and one Damage roll for the bearer.

Firestorm Coordinators

20 pts

ADEPTUS ASTARTES VEHICLE model only. Ranged weapons equipped by the bearer have the [SUSTAINED HITS 1] ability.

Astartes Tank Ace (Aura)

40 pts

ADEPTUS ASTARTES VEHICLE model only. In your Shooting phase, while a friendly ADEPTUS ASTARTES VEHICLE unit is within 6" of the bearer, ranged weapons equipped by models in that unit have the [ASSAULT] ability.

DETACHMENT RULE

Target SightedSpace Marine crews are relentless in their pursuit of assigned targets, coaxing every last trace of power from their war machines and demonstrating exemplary gunnery even under heavy fire.Each time a TANK ACE unit from your army (see below) Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.

Each time a TANK ACE unit from your army shoots in your Shooting phase, if that unit did not Advance this turn, you can re-roll the Damage roll.

KEYWORDS

ADEPTUS ASTARTES VEHICLE units from your army (excluding FORTIFICATIONS, DROP PODS, WALKERS and units that can FLY) have the TANK ACE keyword.

In the Muster Armies step, you can select up to three TANK ACE units from your army to gain the CHARACTER keyword.

Designer's Note: This means that the selected units can be given Enhancements, and one of them can be selected as your WARLORD.

STRATAGEMS (6/6)

1 CP HEADHUNTER TASK FORCE – STRATEGIC PLOY STRATAGEM

MOVEMENT

REACTIVE REPOSITIONING

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Tank Ace unit from your army (excluding units containing one or more models with a Wounds characteristic of 16+) that is within 9" of that enemy unit.

Effect: Your unit can make a Normal move of up to D6".

1 CP HEADHUNTER TASK FORCE – STRATEGIC PLOY STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP HEADHUNTER TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

KILL SHOT

When: Your Shooting phase.

Target: One Tank Ace unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a MONSTER or VEHICLE unit, re-roll a Wound roll of 1. If the target unit is below its Starting Strength, you can re-roll the Wound roll instead.

Restriction: A unit cannot be targeted with this and the Target Weak Point Stratagem in the same phase.

1 CP HEADHUNTER TASK FORCE – EPIC DEED STRATAGEM

SHOOTING

MACHINE VENGEANCE

When: Your opponent's Shooting phase, just after an enemy unit has shot.

Target: One Tank Ace unit from your army (excluding units containing one or more models with a Wounds characteristic of 16+) that was selected as the target of one or more of the attacking unit's attacks.

Effect: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is visible and an eligible target.

1 CP HEADHUNTER TASK FORCE – STRATEGIC PLOY STRATAGEM

SHOOTING

RAPID GUNNERY

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, your unit is eligible to shoot in a turn in which it Fell Back.

1 CP HEADHUNTER TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

TARGET WEAK POINT

When: Your Shooting phase.

Target: One Tank Ace unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets a MONSTER or VEHICLE unit, improve the Armour Penetration characteristic of that attack by 1.

Restriction: A unit cannot be targeted with this and the Kill Shot Stratagem in the same phase.

CORVUS BLACKSTAR

180 PTS



M	T	SV	W	LD	OC
14"	10	3+	14	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blackstar rocket launcher BLAST	30"	D6+1	3+	5	0	1
Hurricane bolter RAPID FIRE 6 TWIN-LINKED	24"	6	3+	4	0	1
Stormstrike missile launcher	48"	1	3+	10	-2	3
Twin assault cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
TWIN-LINKED						
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Corvus Blackstar

Equipped with: Blackstar rocket launcher, Hurricane bolter, Stormstrike missile launcher, Twin assault cannon, Twin lascannon, Armoured hull

Wargear Options:

- This model can replace its Twin assault cannon with Twin lascannon.
- This model can replace its 2 Blackstar rocket launchers with 2 Stormstrike missile launchers.
- This model can be equipped with one of: Auspex array, Infernum halo-launcher.

ABILITIES

Auspex Array

Ranged weapons equipped by the bearer have the **IGNORES COVER** ability.

Blackstar Cluster Launcher

Each time this model ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 5+, that unit suffers 1 mortal wound.

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.

Infernum Halo-launcher

The bearer has the SMOKE keyword.

Transport

This model has a transport capacity of 12 ADEPTUS ASTARTES INFANTRY or KILL TEAM models. Each JUMP PACK, GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models.



WEAPON RULES

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.*

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).

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).*

TWIN-LINKED

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

CORE RULES

◇ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◇ Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

◇ Mission Tactics

Refer to the Detachment Rule for more information.

◇ Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).



DEATHWATCH TERMINATOR SQUAD

180–330 PTS



M	T	SV	W	LD	OC
5"	5	2+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8+	-2	2
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8+	-2	2
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8+	-2	2
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8+	-2	2
Power Fist	Melee	3	3+	8	-2	2
Power Weapon	Melee	4	3+	5	-2	1
Power Weapon	Melee	4	3+	5	-2	1
Power Weapon	Melee	4	3+	5	-2	1
Power Weapon	Melee	4	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	2
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	2

AUFSTELLUNG

- 5-10x Deathwatch Terminator oder Deathwatch Terminator w/ Heavy Weapon oder Deathwatch Terminator Sergeant
- Equipped with:** Assault Cannon, Heavy flamer, Storm Bolter, Chainfist, Power Fist, Power Weapon, Thunder Hammer
- Wargear Options:**
- Each Deathwatch Terminator can replace its Power Fist & Storm Bolter with Storm Bolter & Power Weapon, Thunder Hammer & Storm Shield, Storm Bolter & Chainfist or Twin lightning claws.
 - Each Deathwatch Terminator Sergeant can replace its Power Fist & Storm Bolter with Storm Bolter & Power Weapon, Thunder Hammer & Storm Shield, Storm Bolter & Chainfist or Twin lightning claws.

ABILITIES

- Attached Unit**
If a CHARACTER unit from your army with the Leader ability can be attached to a TERMINATOR SQUAD, it can be attached to this unit instead.
- Invulnerable Save**
Models in this unit have a 4+ invulnerable save.
- Storm Shield**
The bearer has a Wounds characteristic of 4.
- Storm Shield**
The bearer has a Wounds characteristic of 4.



Teleport Homer

At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" of that token and not within 9" of any enemy models. That token is then removed.

Terminatus Assault

You can re-roll Charge rolls made for this unit. Each time this unit ends a Charge move, each enemy unit within Engagement Range of this unit must take a Battle-shock test. If that enemy unit does not have the IMPERIUM or CHAOS keywords, subtract 1 from that test.

WEAPON RULES

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+.

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.

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).

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.

CORE RULES

◆ 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.

◆ Mission Tactics

Refer to the Detachment Rule for more information.



DEATHWATCH VETERAN W/ CARBINE

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Deathwatch marksman bolt carbine	HEAVY LETHAL HITS	24"	2	3+	5	-1	1
Special-issue bolt pistol	PISTOL PRECISION LETHAL HITS	18"	1	3+	4	-1	1

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Close combat weapon		Melee	3	3+	4	0	1
Combat knife	PRECISION	Melee	4	3+	4	-1	1

AUFSTELLUNG

1x Deathwatch Veteran w/ carbine

Equipped with: Deathwatch marksman bolt carbine, Special-issue bolt pistol, Close combat weapon, Combat knife

Wargear Options:

- This model can replace its Deathwatch marksman bolt carbine with Combat knife.

ABILITIES

WEAPON RULES

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.

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

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.

PRECISION

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more **CHARACTER** models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible **CHARACTER** models. If they do, until those attacks are resolved, or until that **CHARACTER** group is destroyed (whichever happens first), that **CHARACTER** group is the current allocation group.



DEATHWATCH VETERAN W/ HEAVY THUNDER HAMMER

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL LETHAL HITS	12"	1	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Heavy thunder hammer DEVASTATING WOUNDS	Melee	3	4+	10	-2	3
Power weapon SUSTAINED HITS 1	Melee	4	3+	5	-2	2

AUFSTELLUNG

1x Deathwatch Veteran w/ heavy thunder hammer

Equipped with: Bolt pistol, Heavy thunder hammer, Power weapon

Wargear Options:

- This model can replace its Heavy thunder hammer with Power weapon and Astartes shield.

ABILITIES

Astartes shield

The bearer has a 4+ invulnerable save.

WEAPON RULES

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.*

LETHAL HITS

Each time an attack made with a **LETHAL HITS** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **DEVASTATING WOUNDS**.*

PISTOL

PISTOL and **CLOSE-QUARTERS** are identical for all rules purposes.

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.

SUSTAINED HITS

This ability always takes the form **SUSTAINED HITS X**. Each time an attack made with a **SUSTAINED HITS** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **SUSTAINED HITS 2** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **SUSTAINED HITS 2** ability).*

DEATHWATCH VETERAN W/ STALKER BOLT RIFLE

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL LETHAL HITS	12"	1	3+	4	0	1
Stalker bolt rifle HEAVY LETHAL HITS PRECISION	30"	2	3+	5	-2	2
► Plasma incinerator - Standard ASSAULT HEAVY	24"	2	3+	7	-2	1
► Plasma incinerator - Supercharge ASSAULT HAZARDOUS HEAVY	24"	2	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

AUFSTELLUNG

1x Deathwatch Veteran w/ stalker bolt rifle

Equipped with: Bolt pistol, Stalker bolt rifle, ► Plasma incinerator - Standard, ► Plasma incinerator - Supercharge, Close combat weapon

Wargear Options:

- This model can replace its Stalker bolt rifle with Plasma incinerator.

ABILITIES

WEAPON RULES

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

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.

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

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.

PRECISION

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more **CHARACTER** models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible **CHARACTER** models. If they do, until those attacks are resolved, or until that **CHARACTER** group is destroyed (whichever happens first), that **CHARACTER** group is the current allocation group.



DEATHWATCH VETERANS

100–190 PTS



M	T	SV	W	LD	OC
6"	4	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Deathwatch shotgun ASSAULT	24"	2	3+	4	0	2
Frag cannon BLAST HEAVY RAPID FIRE D3	18"	D3	4+	7	-1	2
Stalker-pattern boltgun HEAVY PRECISION	24"	1	3+	4	-1	2
► Infernus heavy bolter - heavy bolter HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
► Infernus heavy bolter - heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blackshield blades TWIN-LINKED	Melee	4	3+	5	-2	1
Close combat weapon	Melee	3	3+	4	0	1
Deathwatch thunder hammer DEVASTATING WOUNDS	Melee	3	4+	10	-2	3
Power weapon	Melee	3	3+	5	-2	1
Xenophase blade DEVASTATING WOUNDS	Melee	4	3+	5	-2	1

AUFSTELLUNG

5-10x Veteran w/ boltgun and power weapon oder Veteran w/ Deathwatch thunder hammer oder Veteran w/ frag cannon and CCW oder Veteran w/ infernus heavy bolter and CCW oder Veteran w/ Astartes shield and boltgun oder Veteran w/ Astartes shield and power weapon oder Veteran w/ stalker-pattern boltgun and CCW oder Veteran w/ Deathwatch shotgun and CCW oder Veteran w/ Black Shield blades

Equipped with: Boltgun, Combi-weapon, Deathwatch shotgun, Frag cannon, Stalker-pattern boltgun, ► Infernus heavy bolter - heavy bolter, ► Infernus heavy bolter - heavy flamer, Blackshield blades, Close combat weapon, Deathwatch thunder hammer, Power weapon, Xenophase blade

ABILITIES

Astartes shield

The bearer has a 4+ invulnerable save.

Attached Unit

If a CHARACTER unit from your army with the Leader ability can be attached to a STERNGUARD VETERAN SQUAD, it can be attached to this unit instead.

Death to the Alien

Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack does not have the IMPERIUM or CHAOS keywords, you can re-roll the Hit roll instead.



WEAPON RULES

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+.*

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

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).

PRECISION

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

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.

CORE RULES

◆ Mission Tactics

Refer to the Detachment Rule for more information.



IMPERIUM - DEATHWATCH

DECIMUS KILL TEAM

100–190 PTS

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL LETHAL HITS	12"	1	3+	4	0	1
Deathwatch marksman bolt carbine HEAVY LETHAL HITS	24"	2	3+	5	-1	1
Frag cannon BLAST HEAVY LETHAL HITS RAPID FIRE D3	18"	D3	3+	7	-2	2
Hellstorm bolt rifle ASSAULT HEAVY LETHAL HITS	30"	2	3+	5	-2	2
Special-issue bolt pistol PISTOL PRECISION LETHAL HITS	18"	1	3+	4	-1	1
Stalker bolt rifle HEAVY LETHAL HITS PRECISION	30"	2	3+	5	-2	2
➤ Astartes grenade launcher - frag BLAST	24"	D3	3+	4	0	1
➤ Astartes grenade launcher - krak	24"	1	3+	9	-2	D3
➤ Infernus heavy bolter - heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-2	3
➤ Infernus heavy bolter - heavy flamer IGNORES COVER	12"	D6	N/A	5	-1	1
TORRENT						
➤ Plasma incinerator - Standard ASSAULT HEAVY	24"	2	3+	7	-2	1
➤ Plasma incinerator - Supercharge ASSAULT HAZARDOUS	24"	2	3+	8	-3	2
HEAVY						
➤ Plasma pistol - Standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - Supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Combat knife PRECISION	Melee	4	3+	4	-1	1
Heavy thunder hammer DEVASTATING WOUNDS	Melee	3	4+	10	-2	3
Power weapon SUSTAINED HITS 1	Melee	4	3+	5	-2	2
Xenophase blade DEVASTATING WOUNDS	Melee	4	3+	5	-2	1



AUFSTELLUNG

1x Decimus Kill Team

Equipped with: Bolt pistol, Deathwatch marksman bolt carbine, Frag cannon, Hellstorm bolt rifle, Special-issue bolt pistol, Stalker bolt rifle, ► Astartes grenade launcher - frag, ► Astartes grenade launcher - krak, ► Infernus heavy bolter - heavy bolter, ► Infernus heavy bolter - heavy flamer, ► Plasma incinerator - Standard, ► Plasma incinerator - Supercharge, ► Plasma pistol - Standard, ► Plasma pistol - Supercharge, Close combat weapon, Combat knife, Heavy thunder hammer, Power weapon, Xenophase blade

Wargear Options:

- This model can replace its 5 models with 10 models.
- This model can replace its Stalker bolt rifle with Plasma incinerator.
- This model can replace its Heavy thunder hammer with Power weapon and Astartes shield.
- This model can replace its Deathwatch marksman bolt carbine with Combat knife.
- This model can replace its Infernus heavy bolter with Frag cannon or Hellstorm bolt rifle and grenade launcher.

ABILITIES

Astartes shield

The bearer has a 4+ invulnerable save.

Attached Unit

If a Character unit from your army can be attached to a Fortis Kill Team unit, it can be attached to this unit instead.

Death to the Alien

Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack does not have the Imperium or Chaos keywords, you can re-roll the Hit roll instead.

WEAPON RULES

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

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.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

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).

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*



PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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).

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TORRENT

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

CORE RULES

◆ Mission Tactics

Refer to the Detachment Rule for more information.



IMPERIUM - DEATHWATCH

FORTIS KILL TEAM

195 PTS

KILL TEAM SERGEANT

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Deathwatch bolt rifle ASSAULT HEAVY LETHAL HITS	24"	2	3+	5	-2	1
Heavy bolt pistol PISTOL	12"	1	3+	4	-1	1
Superfrag missile launcher BLAST HEAVY	48"	D6+1	4+	5	0	1
Superkrak missile launcher HEAVY	48"	1	4+	10	-2	D6+1
► Plasma incinerator - Standard ASSAULT HEAVY	24"	2	3+	7	-2	1
► Plasma incinerator - Supercharge ASSAULT HAZARDOUS HEAVY	24"	2	3+	8	-3	2
► Plasma pistol - Standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - Supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

AUFSTELLUNG

- 1x Kill Team Sergeant - Equipped with: Deathwatch bolt rifle
9x Kill Team Intercessor oder Kill Team Intercessor w/ grenade launcher oder Kill Team Intercessor w/ heavy bolt pistol oder Kill Team Intercessor w/ pyreblaster
- Wargear Options:**
- Each Kill Team Sergeant can be equipped with 1x Astartes grenade launcher.
 - Each Kill Team Sergeant can replace its Deathwatch bolt rifle with Astartes Chainsword, Power weapon, Hand flamer or Plasma pistol.
 - Each Kill Team Sergeant can replace its Close combat weapon with Power weapon, Power fist, Thunder Hammer or Astartes Chainsword.

ABILITIES

- Attached Unit**
If a CHARACTER from your army with the Leader ability can be attached to an INTERCESSOR SQUAD, it can be attached to this unit instead.
- Fortis Doctrines**
Each time a model in this unit makes an attack that targets a unit that is below its Starting Strength, add 1 to the Hit roll. If that attack targets a unit that is Below Half-strength, add 1 to the Hit roll and add 1 to the Wound roll instead.



WEAPON RULES

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

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).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

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.

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

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.

CORE RULES

◆ Mission Tactics

Refer to the Detachment Rule for more information.



GRAVIS VETERAN W/ INFERNUS HEAVY BOLTER

M	T	SV	W	LD	OC
5"	6	3+	3	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL LETHAL HITS	12"	1	3+	4	0	1
Frag cannon BLAST HEAVY LETHAL HITS RAPID FIRE D3	18"	D3	3+	7	-2	2
Hellstorm bolt rifle ASSAULT HEAVY LETHAL HITS	30"	2	3+	5	-2	2
► Astartes grenade launcher - frag BLAST	24"	D3	3+	4	0	1
► Astartes grenade launcher - krak	24"	1	3+	9	-2	D3
► Infernus heavy bolter - heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-2	3
► Infernus heavy bolter - heavy flamer IGNORES COVER	12"	D6	N/A	5	-1	1
TORRENT						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

AUFSTELLUNG

1x Gravis Veteran w/ infernus heavy bolter

Equipped with: Bolt pistol, Frag cannon, Hellstorm bolt rifle, ► Astartes grenade launcher - frag, ► Astartes grenade launcher - krak, ► Infernus heavy bolter - heavy bolter, ► Infernus heavy bolter - heavy flamer, Close combat weapon

Wargear Options:

- This model can replace its Infernus heavy bolter with Frag cannon or Hellstorm bolt rifle and grenade launcher.

ABILITIES



WEAPON RULES

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

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).*

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).

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

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.

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).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

TORRENT

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

INDOMITOR KILL TEAM

275 PTS

M	T	SV	W	LD	OC
5"	6	3+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Auto boltstorm gauntlets TWIN-LINKED	18"	3	3+	4	0	1
Deathwatch heavy bolt rifle ASSAULT HEAVY LETHAL HITS	30"	2	3+	5	-2	2
Deathwatch heavy bolter ASSAULT HEAVY LETHAL HITS SUSTAINED HITS 1	36"	3	3+	5	-2	3
Flamestorm gauntlets IGNORES COVER TORRENT TWIN-LINKED	12"	D6+1	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Twin power fists TWIN-LINKED	Melee	3	3+	8	-2	2
Twin power fists TWIN-LINKED	Melee	3	3+	8	-2	2

AUFSTELLUNG

3x Kill Team Heavy Intercessor w/ melta rifle oder Kill Team Heavy Intercessor w/ multi-melta
3x Kill Team Heavy Intercessor w/ power fists & auto boltstorm gauntlets oder Kill Team Heavy Intercessor w/ power fists & flamestorm gauntlets
3-10x Kill Team Heavy Intercessor oder Kill Team Heavy Intercessor w/ heavy bolter
Equipped with: Auto boltstorm gauntlets, Deathwatch heavy bolt rifle, Deathwatch heavy bolter, Flamestorm gauntlets, Close combat weapon, Twin power fists

ABILITIES

Attached Unit
If a CHARACTER unit from your army can be attached to a **HEAVY** INTERCESSOR SQUAD, it can be attached to this unit instead.

Indomitor Doctrines
Each time a model in this unit makes a ranged attack that targets the closest eligible target, or makes a melee attack in a turn in which it made a Charge move, improve the Strength characteristic of that attack by 2.



WEAPON RULES

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

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).

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

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.

CORE RULES

◇ Mission Tactics

Refer to the Detachment Rule for more information.



IMPERIUM - DEATHWATCH

KILL TEAM CASSIUS [LEGENDS]

220 PTS

Chaplain Cassius **KEYWORDS:** Epic Hero, Character

KEYWORDS: Infantry, Grenades, Imperium, Kill Team, Kill Team Cassius, Deathwatch, Ordo Xenos



FACTION: Agents of the Imperium **220 PTS**

CHAPLAIN CASSIUS

M	T	SV	W	LD	OC
6"	4	3+	4	5+	2

VAEL DONATUS

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2

ZAMEON GYDRAEL

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2

RODRICUS GRYTT

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2

ANTOR DELASSIO

M	T	SV	W	LD	OC
12"	4	3+	2	6+	2

EDRYC SETORAX

M	T	SV	W	LD	OC
12"	4	3+	2	6+	2

JENSUS NATORIAN

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2

DRENN REDBLADE

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2

GARRAN BRANATAR

M	T	SV	W	LD	OC
5"	5	2+	3	6+	2

ENNOX SORRLOCK

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2

JETEK SUBEREI

Chaplain Cassius KEYWORDS: Epic Hero, Character

KEYWORDS: Infantry, Grenades, Imperium, Kill Team, Kill Team Cassius, Deathwatch, Ordo Xenos



FACTION: Agents of the Imperium 220 PTS

M	T	SV	W	LD	OC
12"	5	3+	3	6+	2



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3	4	0	1
Deathwatch twin boltgun	24"	4	3	4	0	1
Frag cannon BLAST HEAVY RAPID FIRE D3	18"	D3	4+	7	-1	2
Heavy Flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Long Vigil ranged weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Psychic Cleanse 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
Close combat weapon	Melee	3	3+	5	-2	1
Close combat weapon	Melee	3	3+	5	-2	1
Force weapon 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 TWIN-LINKED	Melee	4	3+	5	-2	1

AUFSTELLUNG

1x Chaplain Cassius - Equipped with: Artificer crozius
1x Vael Donatus - Equipped with: Boltgun, Close combat weapon
1x Zameon Gydrael - Equipped with: Long Vigil ranged weapon, Long Vigil melee weapon
1x Rodricus Grytt - Equipped with: Close combat weapon, Frag cannon
1x Antor Delassio - Equipped with: Long Vigil ranged weapon, Long Vigil melee weapon
1x Edryc Setorax - Equipped with: Twin lightning claws
1x Jensus Natorian - Equipped with: Psychic Cleanse, Force weapon
1x Drenn Redblade - Equipped with: Boltgun, Long Vigil melee weapon
1x Garran Branatar - Equipped with: Long Vigil ranged weapon, Heavy Flamer, Power fist
1x Ennox Sorlock - Equipped with: Long Vigil ranged weapon, Close combat weapon
1x Jetek Suberei - Equipped with: Long Vigil melee weapon, Deathwatch twin boltgun

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.

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.

Chaplain Cassius KEYWORDS: Epic Hero, Character

KEYWORDS: Infantry, Grenades, Imperium, Kill Team, Kill Team Cassius, Deathwatch, Ordo Xenos



FACTION: Agents of the Imperium 220 PTS

WEAPON RULES

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.

CORE RULES

◆ 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.

◆ Mission Tactics

Refer to the Detachment Rule for more information.



KILL TEAM SERGEANT

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Plasma pistol - Standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - Supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power weapon SUSTAINED HITS 1	Melee	4	3+	5	-2	2

AUFSTELLUNG

1x Kill Team Sergeant

Equipped with: ► Plasma pistol - Standard, ► Plasma pistol - Supercharge, Power weapon

ABILITIES

WEAPON RULES

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **HAZARDOUS** weapons you selected in the Select Weapons step.

PISTOL

PISTOL and **CLOSE-QUARTERS** are identical for all rules purposes.

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.

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*



IMPERIUM - DEATHWATCH

SPECTRUS KILL TEAM

170 PTS

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt sniper rifle HEAVY PRECISION	36"	1	3+	5	-2	3
Deathwatch Bolt carbine LETHAL HITS PRECISION	24"	2	3+	5	-1	1
Deathwatch marksman bolt carbine HEAVY LETHAL HITS	24"	2	3+	5	-1	1
Deathwatch marksman bolt carbine HEAVY LETHAL HITS	24"	2	3+	5	-1	1
Deathwatch occulus bolt carbine ASSAULT IGNORES COVER LETHAL HITS	24"	2	3+	5	-1	1
Instigator bolt carbine HEAVY	24"	1	3+	4	-2	2
Special-issue bolt pistol PISTOL PRECISION	12"	1	3+	4	-1	1
Special-issue bolt pistol PISTOL PRECISION	12"	1	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Combat knife PRECISION	Melee	4	3+	4	-1	1
Paired combat blades SUSTAINED HITS 1	Melee	3	3+	4	-1	1

AUFSTELLUNG

5-10x Kill Team Infiltrator oder Kill Team Infiltrator w/ occulus bolt carbine oder Kill Team Infiltrator w/ wargear

Equipped with: Bolt sniper rifle, Deathwatch Bolt carbine, Deathwatch marksman bolt carbine, Deathwatch occulus bolt carbine, Instigator bolt carbine, Special-issue bolt pistol, Close combat weapon, Combat knife, Paired combat blades

Wargear Options:

- Each Kill Team Infiltrator w/ wargear can replace its Helix Gauntlet with Infiltrator Comms Array.
- Up to 3 models can be equipped with 1x Las fusil.

ABILITIES

Attached Unit
If a CHARACTER from your army with the Leader ability can be attached to an INFILTRATOR SQUAD, it can be attached to this unit instead.
If this unit has a Leader unit attached to it during the Declare Battle Formations step, that Leader unit gains the Infiltrators and Scouts 6" abilities.

Helix Gauntlet
Models in the bearer's unit have the Feel No Pain 6+ ability.

Infiltrator Comms Array
Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Instigator Bolt Carbine
In your Shooting phase, after the bearer's unit has shot, the bearer's unit can make a Normal move. If it does, until the end of the turn, the bearer's unit is not eligible to declare a charge.



Spectrus Doctrines

At the end of your opponent's turn, if this unit is more than 6" away from all enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.

WEAPON RULES

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

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).

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

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.

PRECISION

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more **CHARACTER** models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible **CHARACTER** models. If they do, until those attacks are resolved, or until that **CHARACTER** group is destroyed (whichever happens first), that **CHARACTER** group is the current allocation group.

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*



CORE RULES

◆ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◆ Mission Tactics

Refer to the Detachment Rule for more information.

◆ Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.



TALONSTRIKE KILL TEAM

265 PTS

KILL TEAM SERGEANT W/ JUMP PACK

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault bolters ASSAULT PISTOL SUSTAINED HITS 2	18"	3	3+	5	-1	2
TWIN-LINKED						
► Plasma exterminators - standard ASSAULT PISTOL	18"	2	3+	7	-2	2
TWIN-LINKED						
► Plasma exterminators - supercharge ASSAULT HAZARDOUS	18"	2	3+	8	-3	3
PISTOL TWIN-LINKED						
► Plasma pistol - Standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - Supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power weapon	Melee	3	3+	5	-2	1

AUFSTELLUNG

1x Kill Team Sergeant w/ Jump Pack - Equipped with: ► Plasma pistol - Standard, ► Plasma pistol - Supercharge, Power weapon
9x Intercessor w/ heavy bolt pistol and Jump Pack oder Heavy Intercessor w/ Jump Pack oder Intercessor w/ plasma pistol and Jump Pack

Wargear Options:

- Each Kill Team Sergeant w/ Jump Pack can replace its Heavy Bolt Pistol with Hand flamer or Plasma pistol.
- Each Kill Team Sergeant w/ Jump Pack can replace its Astartes Chainsword with Power fist or Power weapon.
- This model's Astartes Chainsword and Heavy Bolt Pistol can be replaced with 1x Close combat weapon.
- This model's Heavy Bolt Pistol can be replaced with 1x Plasma pistol.
- Each Heavy Intercessor w/ Jump Pack can replace its Assault bolters with Plasma exterminators.

ABILITIES

Attached Unit

If a CHARACTER unit from your army with the Leader ability can be attached to an **ASSAULT** INTERCESSORS WITH JUMP PACKS unit, it can be attached to this unit instead.

Talonstrike Doctrines

- Each time this unit is set up on the battlefield, until the end of the turn:
- Improve the Armour Penetration characteristic of weapons equipped by models in this unit by 1.
 - Melee weapons equipped by models in this unit have the [LANCE] ability.



WEAPON RULES

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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.

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TWIN-LINKED

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

CORE RULES

◆ 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.

◆ Mission Tactics

Refer to the Detachment Rule for more information.



WATCH CAPTAIN ARTEMIS

65 PTS



M	T	SV	W	LD	OC
6"	4	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hellfire Extremis ANTI-INFANTRY 4+ DEVASTATING WOUNDS	12"	D6	N/A	4	-1	1
IGNORES COVER TORRENT						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	6	2+	5	-2	2

AUFSTELLUNG

1x Watch Captain Artemis

Equipped with: Hellfire Extremis, Master-crafted power weapon

ABILITIES

CORE - Leader

Invulnerable Save

This model has a 4+ invulnerable save.

Tactical Instinct

While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Unstoppable Champion

The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 1 wound remaining.

Leader

This model can be attached to the following units:

- DEATHWATCH VETERANS
- FORTIS KILL TEAM



WEAPON RULES

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+.

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.

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).

TORRENT

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

CORE RULES

◇ Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◇ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◇ Mission Tactics

Refer to the Detachment Rule for more information.



WATCH MASTER

95 PTS



M	T	SV	W	LD	OC
6"	4	2+	5	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Vigil spear	24"	2	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Vigil spear LANCE	Melee	6	2+	6	-2	D3

AUFSTELLUNG

1x Watch Master
Equipped with: Vigil spear

ABILITIES

CORE - Leader

Invulnerable Save

This model has a 4+ invulnerable save.

Strategic Knowledge

While this model is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

Watch Master

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Leader

This model can be attached to the following units:

- DEATHWATCH VETERANS
- FORTIS KILL TEAM

WEAPON RULES

LANCE

Each time an attack is made with a **LANCE** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Mission Tactics

Refer to the Detachment Rule for more information.



PUNKTELISTE

EINHEIT	PUNKTE
Corvus Blackstar	180 pts
Deathwatch Terminator Squad	180 pts (bis 5 Modelle) · 330 pts (ab 6 Modellen)
Deathwatch Veterans	100 pts (bis 5 Modelle) · 190 pts (ab 6 Modellen)
Decimus Kill Team	100 pts (bis 0 Modelle) · 190 pts (ab 1 Modell)
Fortis Kill Team	195 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Indomitor Kill Team	275 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Kill Team Cassius [Legends]	220 pts
Spectrus Kill Team	170 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Talonstrike Kill Team	265 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Watch Captain Artemis	65 pts
Watch Master	95 pts

ENHANCEMENTS — GLADIUS TASK FORCE

ENHANCEMENT	PUNKTE
Artificer Armour	10 pts
The Honour Vehement	15 pts
Adept of the Codex	20 pts
Fire Discipline	25 pts

ENHANCEMENTS — ANVIL SIEGE FORCE

ENHANCEMENT	PUNKTE
Indomitable Fury	20 pts
Fleet Commander	15 pts
Stoic Defender	15 pts
Architect of War	25 pts

ENHANCEMENTS — IRONSTORM SPEARHEAD

ENHANCEMENT	PUNKTE
Target Augury Web	30 pts
The Flesh is Weak	10 pts

ENHANCEMENT	PUNKTE
Adept of the Omnissiah	35 pts
Master of Machine War	20 pts

ENHANCEMENTS — FIRESTORM ASSAULT FORCE

ENHANCEMENT	PUNKTE
Champion of Humanity	10 pts
War-tempered Artifice	25 pts
Forged in Battle	15 pts
Adamantine Mantle	20 pts

ENHANCEMENTS — STORMLANCE TASK FORCE

ENHANCEMENT	PUNKTE
Fury of the Storm	25 pts
Portents of Wisdom	15 pts
Feinting Withdrawal	10 pts
Hunter's Instincts	25 pts

ENHANCEMENTS — VANGUARD SPEARHEAD

ENHANCEMENT	PUNKTE
The Blade Driven Deep	25 pts
Ghostweave Cloak	15 pts
Execute and Redeploy	20 pts
Shadow War Veteran	30 pts

ENHANCEMENTS — 1ST COMPANY TASK FORCE

ENHANCEMENT	PUNKTE
The Imperium's Sword	25 pts
Fear Made Manifest (Aura)	30 pts
Rites of War	10 pts
Iron Resolve	15 pts

ENHANCEMENTS — LIBRARIUS CONCLAVE

ENHANCEMENT	PUNKTE
Prescience	25 pts
Celerity	30 pts

ENHANCEMENT	PUNKTE
Obfuscation	20 pts
Fusillade	35 pts

ENHANCEMENTS — BASTION TASK FORCE

ENHANCEMENT	PUNKTE
Eye of the Primarch	10 pts
Hero of the Chapter	20 pts
Blades of Valour	15 pts
Bombast Omnivox	15 pts

ENHANCEMENTS — ORBITAL ASSAULT FORCE

ENHANCEMENT	PUNKTE
Laurels of Thunder	15 pts
Veteran of the Vanguard	20 pts
Orbital Uplink Reliquary	25 pts
Dedicated Gunship	15 pts

ENHANCEMENTS — CERAMITE SENTINELS

ENHANCEMENT	PUNKTE
Honour Indefatigable	25 pts
Castellum Omnivox	20 pts
Spy-skull Data Link	15 pts
Defensive Mastery	25 pts

ENHANCEMENTS — ARMOURED SPEARTIP

ENHANCEMENT	PUNKTE
Liberator	15 pts
Tip of the Spear	40 pts
Shock Deployment	20 pts
Armoured Commander	25 pts

ENHANCEMENTS — HEADHUNTER TASK FORCE

ENHANCEMENT	PUNKTE
Redoubtable Machine Spirit	25 pts
Gunnery Honours	20 pts

ENHANCEMENT	PUNKTE
Firestorm Coordinators	20 pts
Astartes Tank Ace (Aura)	40 pts