



COMBAT PATROL: SPACE MARINES

STRIKE FORCE OCTAVIUS

The Space Marines of Strike Force Octavius specialise in purging the Emperor's enemies amongst even the most tangled terrain. Be it the twisted decks of void-sailing space hulks, the green hell of death world jungles or the crumbling ruins of war-torn cities, their sheer resilience and close-range firepower is enough to eradicate even firmly dug-in foes.

This Combat Patrol includes the units shown below.

A Captain Octavius

[1 model]

- This model is equipped with: storm bolter; relic weapon.

B Librarian Tantus

[1 model]

- This model is equipped with: Smite; storm bolter; force weapon.

C Terminator Squad

[5 models]

- The Terminator Sergeant is equipped with: storm bolter; power weapon.
- 1 Terminator is equipped with: assault cannon; power fist.
- 3 Terminators are equipped with: storm bolter; power fist.

D Infernus Squad

[5 models]

- Every model is equipped with: bolt pistol; pyreblaster; close combat weapon.





COMBAT PATROL: SPACE MARINES STRIKE FORCE OCTAVIUS

ABILITIES

The datasheets required to use Strike Force Octavius can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Oath of Moment – that is referenced on each unit's datasheet, and is described below.

OATH OF MOMENT

In battle, Space Marines swear mighty oaths to destroy the enemies of the Emperor and uphold the honour of their Chapter, and such vows are sacrosanct. When the Angels of Death strike, they do so with the precision of a surgeon and the force of a thunderbolt. Experience and strategic expertise help them to read the shifting shape of the battle with post-human speed and clarity, directing their wrath towards one priority target after another. Command assets are annihilated, leaving the enemy reeling leaderless. Heavy armour, potent artillery and the vaunted elites of the foe's forces are laid waste with horrifying speed, until the Emperor's Angels of Death stand victorious over a field of smouldering wreckage and bolt-riddled corpses, and honour is finally satisfied.

At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Oath of Moment target. Each time a model with this ability makes an attack that targets your Oath of Moment target, you can re-roll the Hit roll.

ENHANCEMENTS

Your **CAPTAIN** model is your **WARLORD** and has the Champion Duellist Enhancement. You can replace this with Oathsworn Determination.

DEFAULT ENHANCEMENT

CHAMPION DUELLIST

This warrior lord is a shining exemplar of the strength and nobility of the Space Marines. They seek out and face the greatest threats to their battle-brothers, striking the foe's most fell champions down with expert swordsmanship.

The bearer's melee weapons have the [PRECISION] and [LETHAL HITS] abilities.

OR

OPTIONAL ENHANCEMENT

OATHSWORN DETERMINATION

Bellowing inspiring oaths to honour their Chapter and the Imperium, this master of battle leads their warriors in decisive conquests to wrest victory from the enemy no matter the odds.

Improve the Objective Control characteristic of models in the bearer's unit by 1.

SECONDARY OBJECTIVES

You will use the Wrath of the Emperor secondary objective. You can replace this with Shock Tactics.

DEFAULT SECONDARY OBJECTIVE //

WRATH OF THE EMPEROR

Leading by masterful example, the commanders of the Space Marines descend on their foes with furious lethality. None must be left in any doubt that those of the Adeptus Astartes charged with strategic leadership are devastating warriors first and foremost.

At the end of each phase, you score 2VP if your **CAPTAIN** model destroyed one or more enemy models that phase.

OR

OPTIONAL SECONDARY OBJECTIVE //

SHOCK TACTICS

The Space Marines are expert shock troops. In their deadly assaults, the Angels of Death smash aside the enemy to achieve their goals.

At the end of each player's turn, you score 5VP if you control one or more objective markers that your opponent controlled at the start of that turn.

STRATAGEMS

You can use the following Stratagems:

GENE-WROUGHT RESILIENCE

STRIKE FORCE OCTAVIUS – BATTLE TACTIC STRATAGEM

Combined with their ceramite armour, a Space Marine's enhanced physiology can withstand even powerful attacks.

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 end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than your unit's Toughness characteristic, subtract 1 from the Wound roll.

VETERAN INSTINCTS

STRIKE FORCE OCTAVIUS – BATTLE TACTIC STRATAGEM

Space Marine Terminators are veterans of hundreds of war zones and can recognise the weakness of Humanity's many foes. Such experience can be drawn on in battle to crush the most stubborn of attackers.

WHEN: Fight phase.

TARGET: One **TERMINATOR** 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 an attack, re-roll a Wound roll of 1. If that attack targets a **MONSTER** or **VEHICLE** unit, you can re-roll the Wound roll instead.

DUTY AND HONOUR

STRIKE FORCE OCTAVIUS – STRATEGIC PLOY STRATAGEM

Space Marines excel in daring strikes that unleash overwhelming force to dominate foes that often outnumber them. No sooner is one site purged than the battle-brothers surge on to the next, ever mindful of the foes yet to be killed.

WHEN: End of your Command phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that is 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.

CAPTAIN OCTAVIUS

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



Combat Patrol Datasheet

Space Marine Captains are expected to fight from the front, and few kinds of armour enable them to do so as effectively as Terminator plate. Captain Octavius goes to battle clad in just such a mighty suit of armour, shrugging off the worst his enemies can hurl at him before carving them apart with his ancient relic blade.

RANGED WEAPONS

Storm bolter [RAPID FIRE 2]

RANGE	A	BS	S	AP	D
24"	2	2+	4	0	1

MELEE WEAPONS

Relic weapon

RANGE	A	WS	S	AP	D
Melee	6	2+	5	-2	2

LEADER

This model can be attached to the following unit: TERMINATOR SQUAD

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Unstoppable Valour: You can re-roll Charge rolls made for this model's unit.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, CAPTAIN, OCTAVIUS

FACTION KEYWORDS:
ADEPTUS ASTARTES

LIBRARIAN TANTUS

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



Combat Patrol Datasheet

Librarians are a Chapter's battle-psychers and lend a lethal empyric edge to its elite infantry spearheads. Whether it be gruelling boarding actions, ferocious urban combat or facing overwhelming enemy numbers on the front lines, Librarians in warded Terminator armour blast the foe with their powerful psychic energies.

RANGED WEAPONS

Smite – witchfire [PSYCHIC]

RANGE	A	BS	S	AP	D
24"	D6	3+	5	-1	D3

Smite – focused witchfire
[DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]

RANGE	A	BS	S	AP	D
24"	D6	3+	6	-2	D3

Storm bolter [RAPID FIRE 2]

RANGE	A	BS	S	AP	D
24"	2	3+	4	0	1

MELEE WEAPONS

Force weapon [PSYCHIC]

RANGE	A	WS	S	AP	D
Melee	4	3+	6	-1	D3

LEADER

This model can be attached to the following unit: TERMINATOR SQUAD

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Veil of Time (Psychic): While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, PSYKER, IMPERIUM, TERMINATOR, LIBRARIAN TANTUS

FACTION KEYWORDS:
ADEPTUS ASTARTES

INFERNUS SQUAD

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



Combat Patrol Datasheet

Infernus Squads purge swathes of enemy ranks with the incandescent firestorms they unleash from their pyreblasters. They are close-assault specialists, sending jets of burning promethium into trench lines and bunkers, through dense ruins and concealing vegetation, ensuring no foe escapes their Chapter's fiery wrath.

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Pyreblaster [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1

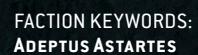
MELEE WEAPONS

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

ABILITIES

FACTION: Oath of Moment

KEYWORDS: INFANTRY, IMPERIUM, TACTICUS, INFERNUS SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

TERMINATOR SQUAD

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



Combat Patrol Datasheet

Terminator armour is a marvel of technology that enables its wearer to survive anything, from the stresses of teleportation to earth-shaking artillery bombardments. So equipped, Terminator Squads can appear in the midst of the foe or stride unstoppably across the field towards them, firing their fearsome weapons all the while.

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Fury of the First: Each time a model in this unit makes an attack that targets your Oath of Moment target, add 1 to the Hit roll.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, TERMINATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES