# SameLance [1990pts]

Army Roster [1990pts] (Imperium - Adeptus Astartes - Space Wolves)
• Battle Size: Strike Force (2000 Point limit)
• Detachment: Stormlance Task Force
• Show/Hide Options: Agents of the Imperium are visible, Imperial Knights are visible, Legends are visible, Titans are visible, Unaligned Forces are visible, Unaligned Fortifications are visible

| NAME | ROLE | PTS | OPTIONS |
|---|---|---|---|
| Arjac Rockfist | Epic Hero | 105 | |
| Bjorn the Fell-Handed | Epic Hero | 160 | Assault cannon |
| Logan Grimnar | Epic Hero | 110 | Warlord |
| Wolf Priest | Character | 85 | Portents of Wisdom |
| (10) Blood Claws | Battleline | 135 | 9x Blood Claw<br>1x Blood Claw Pack Leader: Power Weapon, Plasma Pistol |
| (10) Grey Hunters | Battleline | 165 | 1x Grey Hunter Pack Leader: Plasma pistol, Power weapon |
| (10) Wolf Guard Terminators | Infantry | 340 | 1x Wolf Guard Terminator Pack Leader: Twin-linked Lightning Claws<br>5x Wolf Guard Terminator: Storm shield<br>2x Wolf Guard Terminator: Storm Bolter<br>2x Wolf Guard Terminator w/Assault Cannon |
| (10) Wolf Guard Terminators | Infantry | 340 | 1x Wolf Guard Terminator Pack Leader: Twin-linked Lightning Claws<br>5x Wolf Guard Terminator: Storm shield<br>2x Wolf Guard Terminator: Storm Bolter<br>2x Wolf Guard Terminator w/Assault Cannon |
| (10) Wolf Guard Terminators | Infantry | 340 | 1x Wolf Guard Terminator Pack Leader: Twin-linked Lightning Claws<br>5x Wolf Guard Terminator: Storm shield<br>2x Wolf Guard Terminator: Storm Bolter |

| NAME | ROLE | PTS | OPTIONS |
|------|------|-----|---------|
| | | | 2x Wolf Guard Terminator w/Assault Cannon |
| (5) Fenrisian Wolves | Beast | 40 | 5x Fenrisian Wolf |
| (5) Fenrisian Wolves | Beast | 40 | 5x Fenrisian Wolf |
| Venerable Dreadnought | Vehicle | 130 | Fenrisian great axe and blizzard shield, Heavy Flamer |

| 105 PTS | ARJAC ROCKFIST | | | | | |
|---|---|---|---|---|---|---|

| Models | Options |
|---|---|
| 1x  Arjac Rockfist | Foehammer |

| Unit | M | T | SV | W | LD | OC |
|---|---|---|---|---|---|---|
| Arjac Rockfist | 6" | 5 | 2+ | 6 | 6+ | 1 |

| Ranged Weapons | Range | A | BS | S | AP | D | Keywords |
|---|---|---|---|---|---|---|---|
| Foehammer | 6" | 1 | 2+ | 8 | -2 | 3 | Anti-Monster 3+, Anti-Vehicle 3+, Assault |

| Melee Weapons | Range | A | WS | S | AP | D | Keywords |
|---|---|---|---|---|---|---|---|
| Foehammer | Melee | 5 | 2+ | 8 | -2 | 3 | Anti-Monster 3+, Anti-Vehicle 3+, Precision |

| Abilities | Description |
|---|---|
| Leader | This model can be attached to the following units:<br>■ Wolf Guard Terminators |
| Anvil of Endurance | While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6, on a 4+, do not remove the destroyed model from play. The destroyed model can fight after the attacking unit has finished making its attacks, and then is removed from play |
| Champion of the Kingsguard | Each time this model makes a melee attack that targets a CHARACTER unit, you can re-roll the Hit roll and you can re-roll the Wound roll. |
| Invulnerable Save | 4+ |

| Rules | Deep Strike, Leader, Oath of Moment, Anti-, Assault, Precision |
|---|---|
| Categories | Arjac Rockfist, Character, Epic Hero, Faction: Adeptus Astartes, Faction: Space Wolves, Imperium, Infantry, Terminator |

| 110 PTS | LOGAN GRIMNAR |
|---------|---------------|

| Models | Options |
|--------|---------|
| 1x  Logan Grimnar | Axe Morkai, Storm Bolter, Tyrnak and Fenrir, Warlord |

| Unit | M | T | SV | W | LD | OC |
|------|---|---|----|----|----|----|
| Logan Grimnar | 6" | 5 | 2+ | 8 | 6+ | 1 |

| Ranged Weapons | Range | A | BS | S | AP | D | Keywords |
|----------------|-------|---|----|----|----|----|----------|
| Storm Bolter | 24" | 2 | 2+ | 4 | 0 | 1 | Rapid Fire 2 |

| Melee Weapons | Range | A | WS | S | AP | D | Keywords |
|---------------|-------|---|----|----|----|----|----------|
| ➤ Axe Morkai - Sweep | Melee | 10 | 2+ | 6 | -2 | 1 | - |
| ➤ Axe Morkai - Strike | Melee | 6 | 2+ | 8 | -2 | 3 | - |
| Tyrnak and Fenrir | Melee | 6 | 2+ | 5 | -1 | 1 | Extra Attacks |

| Abilities | Description |
|-----------|-------------|
| Leader | This model can be attached to the following units:<br>■ Wolf Guard Terminators |
| High King of Fenris | Once per battle round, in your Movement phase, you can select one friendly Space Wolves unit that is in Reserves. If you do, until the end of the phase, 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. |
| Guile of the Wolf (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 usage of that Stratagem by 1CP P (this is not cumulative with any other rules that increase the CP cost of that Stratagem) |
| Embarking within Transports | This model can embark within friendly Adeptus Astartes Transport models that can transport Terminator models. When doing, it takes up the space of 4 Infantry models |
| Invulnerable Save | 4+ |

| Rules | Deep Strike, Leader, Oath of Moment, Rapid Fire, Extra Attacks |
|-------|---------------------------------------------------------------|

| Categories | Chapter Master, Character, Epic Hero, Faction: Adeptus Astartes, Faction: Space Wolves, Imperium, Infantry, Logan Grimnar, Terminator, Warlord |
|------------|-----|

## WOLF PRIEST — 85 PTS

| Models | Options |
|---|---|
| 1x  Wolf Priest | Portents of Wisdom, Absolver Bolt Pistol, Crozius Arcanum |

| Unit | M | T | SV | W | LD | OC |
|---|---|---|---|---|---|---|
| Wolf Priest | 7" | 4 | 3+ | 4 | 6+ | 1 |

| Ranged Weapons | Range | A | BS | S | AP | D | Keywords |
|---|---|---|---|---|---|---|---|
| Absolvor Bolt Pistol | 18" | 1 | 3+ | 5 | -1 | 2 | Pistol |

| Melee Weapons | Range | A | WS | S | AP | D | Keywords |
|---|---|---|---|---|---|---|---|
| Crozius Arcanum | Melee | 5 | 2+ | 6 | -1 | 2 | - |

| Abilities | Description |
|---|---|
| Leader | This model can be attached to the following units:<br>■ Blood Claws<br>■ Grey Hunters<br>■ Wolf Guard Headtakers |
| Healing Balms | While this model is leading a unit, in your Command phase, you can return 1 model (excluding CHARACTER models) to that unit. |
| Invulnerable Save | 4+ |
| Litany of Hate | While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll. |
| Portents of Wisdom | Adeptus Astartes model only. While the bearer is leading a unit, you can re-roll Advance rolls made for that unit. |

| Rules | Leader, Oath of Moment, Pistol |
|---|---|

| Categories | Character, Faction: Adeptus Astartes, Faction: Space Wolves, Imperium, Infantry, Tacticus, Wolf Priest |
|---|---|

| 160 PTS | BJORN THE FELL-HANDED |
|---|---|

| Models | Options |
|---|---|
| 1x Bjorn the Fell-Handed | Heavy Flamer, Trueclaw, Assault cannon |

| Unit | M | T | SV | W | LD | OC |
|---|---|---|---|---|---|---|
| Bjorn the Fell-Handed | 9" | 9 | 2+ | 8 | 6+ | 3 |

| Ranged Weapons | Range | A | BS | S | AP | D | Keywords |
|---|---|---|---|---|---|---|---|
| Heavy Flamer | 12" | D6 | N/A | 5 | -1 | 1 | Ignores Cover, Torrent |
| Assault cannon | 24" | 6 | 2+ | 6 | 0 | 1 | Devastating Wounds |

| Melee Weapons | Range | A | WS | S | AP | D | Keywords |
|---|---|---|---|---|---|---|---|
| Trueclaw | Melee | 6 | 2+ | 12 | -2 | 3 | Lethal Hits |

| Abilities | Description |
|---|---|
| Legendary Tenacity | Each time an attack is allocated to this model, if the Strength characteristic of that attack is greater than this model's Toughness characteristic, subtract 1 from the Wound roll. |
| Ancient Tactician | At the start of your Command phase, if this model is on the battlefield, you gain 1 CP |
| Invulnerable Save | 5+ |

| Rules | Deadly Demise 1, Feel No Pain 5+, Oath of Moment, Ignores Cover, Torrent, Lethal Hits, Devastating Wounds |
|---|---|
| Categories | Bjorn the Fell-Handed, Character, Dreadnought, Epic Hero, Faction: Adeptus Astartes, Faction: Space Wolves, Imperium, Smoke, Vehicle, Walker |

## 135 PTS — BLOOD CLAWS

| Models | Options |
|---|---|
| 9x  Blood Claw | Astartes Chainsword, Bolt pistol |
| 1x  Blood Claw Pack Leader | Power Weapon, Plasma Pistol |

| Unit | M | T | SV | W | LD | OC |
|---|---|---|---|---|---|---|
| Blood Claws | 7" | 4 | 3+ | 2 | 6+ | 2 |

| Ranged Weapons | Range | A | BS | S | AP | D | Keywords |
|---|---|---|---|---|---|---|---|
| Bolt pistol (x9) | 12" | 1 | 3+ | 4 | 0 | 1 | Pistol |
| ➤ Plasma Pistol - Supercharge | 12" | 1 | 3+ | 8 | -3 | 2 | Hazardous, Pistol |
| ➤ Plasma Pistol - Standard | 12" | 1 | 3+ | 7 | -2 | 1 | Pistol |

| Melee Weapons | Range | A | WS | S | AP | D | Keywords |
|---|---|---|---|---|---|---|---|
| Astartes Chainsword (x9) | Melee | 4 | 3+ | 4 | -1 | 1 | - |
| Power Weapon | Melee | 4 | 3+ | 5 | -2 | 1 | - |

| Abilities | Description |
|---|---|
| Berserk Charge | This unit is eligible to declare a charge in a turn in which it Advanced |

| Rules | Oath of Moment, Pistol, Hazardous |
|---|---|

| Categories | Battleline, Blood Claws, Faction: Adeptus Astartes, Faction: Space Wolves, Grenades, Imperium, Infantry, Tacticus |
|---|---|

| 165 PTS | GREY HUNTERS |
|---|---|

| Models | Options |
|---|---|
| 9x  Grey Hunter | Astartes Chainsword, Bolt Carbine, Bolt pistol |
| 1x  Grey Hunter Pack Leader | Bolt pistol, Plasma pistol, Power weapon |

| Unit | M | T | SV | W | LD | OC |
|---|---|---|---|---|---|---|
| Grey Hunters | 7" | 4 | 3+ | 2 | 6+ | 3 |

| Ranged Weapons | Range | A | BS | S | AP | D | Keywords |
|---|---|---|---|---|---|---|---|
| Bolt Carbine (x9) | 24" | 2 | 3+ | 4 | 0 | 1 | Rapid Fire 1 |
| Bolt pistol (x10) | 12" | 1 | 3+ | 4 | 0 | 1 | Pistol |
| ➤ Plasma pistol - supercharge | 12" | 1 | 3+ | 8 | -3 | 2 | Hazardous, Pistol |
| ➤ Plasma pistol - standard | 12" | 1 | 3+ | 7 | -2 | 1 | Pistol |

| Melee Weapons | Range | A | WS | S | AP | D | Keywords |
|---|---|---|---|---|---|---|---|
| Astartes Chainsword (x9) | Melee | 4 | 3+ | 4 | -1 | 1 | - |
| Power weapon | Melee | 4 | 3+ | 5 | -2 | 1 | - |

| Abilities | Description |
|---|---|
| Cunning Hunters | Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target is within range of an objective marker, you can re-roll the Wound roll instead. |

| Rules | Oath of Moment, Rapid Fire, Pistol, Hazardous |
|---|---|

| Categories | Battleline, Faction: Adeptus Astartes, Faction: Space Wolves, Grenades, Grey Hunters, Imperium, Infantry, Tacticus |
|---|---|

## 340 PTS — WOLF GUARD TERMINATORS — x3

### Models

| Models | Options |
|---|---|
| 1x Wolf Guard Terminator Pack Leader | Twin-linked Lightning Claws |
| 5x Wolf Guard Terminator | Master-crafted Power Weapon, Storm shield |
| 2x Wolf Guard Terminator | Master-crafted Power Weapon, Storm Bolter |
| 2x Wolf Guard Terminator w/Assault Cannon | Assault Cannon, Power fist |

| Unit | M | T | SV | W | LD | OC |
|---|---|---|---|---|---|---|
| Wolf Guard Terminators | 6" | 5 | 2+ | 3 | 6+ | 1 |

| Ranged Weapons | Range | A | BS | S | AP | D | Keywords |
|---|---|---|---|---|---|---|---|
| Storm Bolter (x2) | 24" | 2 | 2+ | 4 | 0 | 1 | Rapid Fire 2 |
| Assault Cannon (x2) | 24" | 6 | 2+ | 6 | 0 | 1 | Devastating Wounds |

| Melee Weapons | Range | A | WS | S | AP | D | Keywords |
|---|---|---|---|---|---|---|---|
| Twin lightning claws | Melee | 6 | 3+ | 5 | -2 | 1 | Twin-linked |
| Master-crafted Power Weapon (x7) | Melee | 4 | 3+ | 5 | -2 | 2 | - |
| Power fist (x2) | Melee | 3 | 3+ | 8 | -2 | 2 | - |

| Abilities | Description |
|---|---|
| Rugged Resilience | Each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll. |
| Invulnerable Save | 4+ |
| Storm Shield | The bearer has a Wounds characteristic of 4. |

**Rules** | Oath of Moment, Deep Strike, Twin-linked, Rapid Fire, Devastating Wounds

**Categories** | Faction: Adeptus Astartes, Faction: Space Wolves, Imperium, Infantry, Terminator, Wolf Guard, Wolf Guard Terminators

## FENRISIAN WOLVES

**40 PTS**        **x2**

| Models | Options |
|---|---|
| 5x Fenrisian Wolf | Teeth and claws |

| Unit | M | T | SV | W | LD | OC |
|---|---|---|---|---|---|---|
| Fenrisian Wolves | 10" | 4 | 6+ | 1 | 8+ | 0 |

| Melee Weapons | Range | A | WS | S | AP | D | Keywords |
|---|---|---|---|---|---|---|---|
| Teeth and claws (x5) | Melee | 3 | 4+ | 4 | 0 | 1 | - |

| Abilities | Description |
|---|---|
| Predatory Instinct | Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, it can make a Normal move of up to D6" |
| Hunting Hounds | While this unit is within 6" of one or more SPACE WOLVES CHARACTER models (excluding WULFEN models), if this unit is not Battle-shocked, models in it have an Objective Control characteristic of 1 |

| Rules | Oath of Moment |
|---|---|

| Categories | Beast, Faction: Adeptus Astartes, Faction: Space Wolves, Fenrisian Wolves, Imperium |
|---|---|

## VENERABLE DREADNOUGHT — 130 PTS

| Models | Options |
|---|---|
| 1x Venerable Dreadnought | Fenrisian great axe and blizzard shield (Blizzard shield, Fenrisian great axe, Heavy Flamer) |

| Unit | M | T | SV | W | LD | OC |
|---|---|---|---|---|---|---|
| Space Wolves Venerable Dreadnought | 8" | 9 | 2+ | 8 | 6+ | 3 |

| Ranged Weapons | Range | A | BS | S | AP | D | Keywords |
|---|---|---|---|---|---|---|---|
| Heavy Flamer | 12" | D6 | N/A | 5 | -1 | 1 | Ignores Cover, Torrent |

| Melee Weapons | Range | A | WS | S | AP | D | Keywords |
|---|---|---|---|---|---|---|---|
| ➤ Fenrisian great axe - strike | Melee | 6 | 3+ | 10 | -2 | D6+1 | - |
| ➤ Fenrisian great axe - sweep | Melee | 12 | 3+ | 6 | -2 | 1 | - |

| Abilities | Description |
|---|---|
| Fervour of the Ancients (Aura) | While a friendly SPACE WOLVES unit is within 6" of this model, add 1 to Advance and Charge rolls made for that unit. |
| Blizzard shield | The bearer has a 4+ invulnerable save. |

| Rules | Deadly Demise 1, Oath of Moment, Ignores Cover, Torrent |
|---|---|
| Categories | Dreadnought, Faction: Adeptus Astartes, Faction: Space Wolves, Imperium, Smoke, Vehicle, Venerable Dreadnought, Walker |

# Rules

## Army Roster (Imperium - Adeptus Astartes - Space Wolves)

### Oath of Moment

If your Army Faction is **Adeptus Astartes**, 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 reroll the Hit roll

■ If you are using a Codex: Space Marines Detachment and your army does not include one or more units with the **Black Templars**, **Blood Angels**, **Dark Angels**, **Deathwatch** or **Space Wolves** keywords, add 1 to the Wound roll as well.

## Anti-:

Weapons with **[ANTI-KEYWORD X+]** in their profile are known as Anti weapons. Each time an attack is made with such a weapon against a target with the keyword after the word 'Anti-', an unmodified Wound roll of 'x+' scores a Critical Wound.

## Assault:

Weapons with **[ASSAULT]** in their profile are known as Assault weapons. If a unit that Advanced this turn contains any models equipped with Assault weapons, it is still eligible to shoot in this turn's Shooting phase. When such a unit is selected to shoot, you can only resolve attacks using Assault weapons its models are equipped with.

## Deadly Demise 1:

Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, 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").

## Deep Strike:

During the Declare Battle Formations step, if every model in a unit has this ability, you can set it up in Reserves instead of setting it up on the battlefield. If you do, in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

If a unit with the Deep Strike ability arrives from Strategic Reserves, the controlling player can choose for that unit to be set up either using the rules for Strategic Reserves or using the Deep Strike ability.

## Devastating Wounds:

Weapons with **[DEVASTATING WOUNDS]** in their profile are known as Devastating Wounds weapons. Each time an attack is made with such a weapon, if that attack scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated to models after all other attacks made by the attacking unit have been allocated and resolved. After that attack is allocated and after any modifiers are applied, it inflicts a number of mortal wounds on the target equal to the Damage characteristic of that attack, instead of inflicting damage normally.

## Extra Attacks:

Weapons with **[EXTRA ATTACKS]** in their profile are known as Extra Attacks weapons. Each time the bearer of one or more Extra Attacks weapons fights, it makes attacks with each of the Extra Attacks melee weapons it is equipped with and it makes attacks with one of the melee weapons it is equipped with that does not have the [EXTRA ATTACKS] ability (if any). The number of attacks made with an Extra Attacks weapon cannot be modified by other rules, unless that weapon's name is explicitly specified in that rule.

## Feel No Pain 5+:

Some models have 'Feel No Pain x+' listed in their abilities. Each time a model with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll one D6: if the result is greater than or equal to the number denoted by 'x: that wound is ignored and is not lost. If a model has more than one Feel No Pain ability, you can only use one of those abilities each time that model suffers damage and so would lose a wound.

## Hazardous:

Weapons with **[HAZARDOUS]** in their profile are known as Hazardous weapons. Each time a unit is selected to shoot or fight, after that unit has resolved all of its attacks, for each Hazardous weapon that targets were selected for when resolving those attacks, that unit must take one Hazardous test. To do so, roll one D6: on a 1, that test is failed. For each failed test you must resolve the following sequence (resolve each failed test one at a time):

■ If possible, select one model in that unit that has lost one or more wounds and is equipped with one or more Hazardous weapons.

■ Otherwise, if possible, select one model in that unit (excluding CHARACTER models) equipped with one or more Hazardous weapons.

■ Otherwise, select one CHARACTER model in that unit equipped with one or more Hazardous weapons.

If a model was selected, that unit suffers 3 mortal wounds and when allocating those mortal wounds, they must be allocated to the selected model.

If a unit from a player's army is selected as the target of the Fire Overwatch Stratagem in their opponent's Charge phase, any mortal wounds inflicted by Hazardous tests are allocated after the charging unit has ended its Charge move.

## Ignores Cover:

Weapons with **[IGNORES COVER]** in their profile are known as Ignores Cover weapons. Each time an attack is made with such a weapon, the target cannot have the Benefit of Cover against that attack.

## Leader:

While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack successfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit. Each time the last model in a Bodyguard unit is destroyed, each CHARACTER unit that is part of that Attached unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.

Each time the last model in a CHARACTER unit that is attached to a Bodyguard unit is destroyed and there is not another CHARACTER unit attached, that Attached unit's Bodyguard unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.

Each time a unit that is part of an Attached unit is destroyed, it does not have the keywords of any other units that make up that Attached unit (unless it has those keywords on its own datasheet) for the purposes of any rules that would be triggered when that unit is destroyed.

## Lethal Hits:

Weapons with **[LETHAL HITS]** in their profile are known as Lethal Hits weapons. Each time an attack is made with such a weapon, a Critical Hit automatically wounds the target.

## Lightning Assault:

ADEPTUS ASTARTES units from your army are eligible to declare a charge in a turn in which they Advanced or Fell Back.

## Oath of Moment:

If your Army Faction is **ADEPTUS ASTARTES**, 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 reroll the Hit roll

■ If you are using a Codex: Space Marines Detachment and your army does not include one or more units with the **BLACK TEMPLARS**, **BLOOD ANGELS**, **DARK ANGELS**, **DEATHWATCH** or **SPACE WOLVES** keywords, add 1 to the Wound roll as well.

## Pistol:

Weapons with **[PISTOL]** in their profile are known as Pistols. If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player's Shooting phase even while it is within Engagement Range of one or more enemy units. When such a unit is selected to shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of. In such circumstances, a Pistol can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.

If a model is equipped with one or more Pistols, unless it is a **MONSTER** or **VEHICLE** model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets.

## Precision:

Weapons with **[PRECISION]** in their profile are known as Precision weapons. Each time an attack made with such a weapon successfully wounds an Attached unit, if a Character model in that unit is visible to the attacking model, the attacking model's player can choose to have that attack allocated to that Character model instead of following the normal attack sequence.

## Rapid Fire:

Weapons with **[RAPID FIRE X]** in their profile are known as Rapid Fire weapons. Each time such a weapon targets a unit within half that weapon's range, the Attacks characteristic of that weapon is increased by the amount denoted by 'x'.

## Torrent:

Weapons with **[TORRENT]** in their profile are known as Torrent weapons. Each time an attack is made with such a weapon, that attack automatically hits the target.

## Twin-linked:

Weapons with **[TWIN-LINKED]** in their profile are known as Twin-linked weapons. Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll.