

VETERAN GUARDSMAN KILL TEAM

Below you will find a list of the operatives that make up a **VETERAN GUARDSMAN** kill team, including, where relevant, any wargear those models must be equipped with. On this page you will find additional rules for supplementing a **VETERAN GUARDSMAN** kill team with additional operatives and tactical assets.

OPERATIVES

A **VETERAN GUARDSMAN** kill team consists of 10 **VETERAN GUARDSMAN** operatives and 1 Ancillary Support option.

10 **VETERAN GUARDSMAN** operatives are selected as follows:

➤ 1 **SERGEANT VETERAN** operative equipped with one of the following options:

- Boltgun; bayonet.
- Bolt pistol, lascannon or plasma pistol; chainsword or power weapon.

➤ 9 **VETERAN GUARDSMAN** operatives selected from the following list:

- **TROOPER VETERAN**
- **CONFIDANT VETERAN** equipped with one of the following options:
 - Boltgun or lasgun; bayonet.
 - Bolt pistol or lascannon; chainsword.
- **ZEALOT VETERAN**
- **MEDIC VETERAN**
- **COMMS VETERAN**
- **DEMOLITION VETERAN**
- **BRUISER VETERAN**
- **HARDENED VETERAN**
- **SNIPER VETERAN**
- **SPOTTER VETERAN**
- **GUNNER VETERAN** equipped with a bayonet and grenade launcher
- **GUNNER VETERAN** equipped with a bayonet and meltagun
- **GUNNER VETERAN** equipped with a bayonet and plasma gun
- **GUNNER VETERAN** equipped with a bayonet and flamer

TROOPER VETERAN operatives can be selected up to nine times, and each other operative above can be selected once.

ANCILLARY SUPPORT

Ancillary Support are operatives and tactical assets that supplement existing kill teams. The Ancillary Support options listed below can only be taken with **VETERAN GUARDSMAN** kill teams, and only as specified above.

TROOPER VETERANS

This Ancillary Support consists of 4 **TROOPER VETERAN** operatives.

VETERAN GUARDSMAN TACTICAL ASSETS

This Ancillary Support consists of 2 tactical assets. Tactical assets are not operatives, therefore are not recorded on your [roster/dataslate](#). Each time you select this asset, select two options from the list below to use in the battle. You can select each option once.

- Artillery Barrage
- Marked Air Strike
- Guided Missile
- Strafing Run

If you have any tactical assets that can be used, during the [Firefight phase](#), when you would activate a Ready friendly operative, you can use one of your tactical assets instead. Select one of your tactical assets and resolve its effects. When doing so, treat that asset as a friendly operative. After you have done so, your opponent activates one of their operatives as normal. You can use no more than one tactical asset per [Turning Point](#), and each tactical asset you have can be used once per battle.

Artillery Barrage

Perform a [Shoot](#) action using the ranged weapon below. For the purposes of [Line of Sight](#), draw Visibility and Cover lines from a friendly **VETERAN GUARDSMAN** operative. Note for the purposes of this weapon's special rules, treat that friendly **VETERAN GUARDSMAN** operative as performing the [Shoot](#) action.

Name	A	BS/WS	D
 Artillery Barrage	6	5+	2/3
Special Rules	!	-	-

Barrage, Blast (2), Indirect

Marked Air Strike

Perform a [Shoot](#) action using the ranged weapon below. For the purposes of [Line of Sight](#), draw Visibility and Cover lines from a friendly **VETERAN GUARDSMAN** operative. Note for the purposes of this weapon's special rules, treat that friendly **VETERAN GUARDSMAN** operative as performing the [Shoot](#) action.

Name	A	BS/WS	D
 Marked Air Strike	5	4+	3/4
Special Rules	!	-	-

Barrage, Blast (2)

Guided Missile

Perform a [Shoot](#) action using the ranged weapon below. For the purposes of [Line of Sight](#), draw Visibility and Cover lines from a friendly **VETERAN GUARDSMAN** operative. Note for the purposes of this weapon's special rule, treat that friendly **VETERAN GUARDSMAN** operative as performing the [Shoot](#) action.

Name	A	BS/WS	D
 Guided Missile	4	3+	4/6
Special Rules	!	-	-

AP1

Strafing Run

Select one enemy operative in a friendly **VETERAN GUARDSMAN** operative's [Line of Sight](#) to be the mark. Then place a Strafing Run token anywhere in the killzone (if you have a killzone edge, it cannot be placed closer to your edge than the mark is). Draw an imaginary line, 1 mm wide, with unlimited height above and below between any part of the base of the mark and the centre of that Strafing Run token. Using the ranged weapon below, make a [shooting attack](#) against the mark and each other operative that has a base crossed by that line. For those shooting attacks, when determining if an other operative is a valid target and if it is in Cover, draw Visibility and Cover lines from the mark, and if they are in Cover provided by [Light](#) terrain or another operative, they are treated as having an [Engage](#) order for that attack instead.

Name	A	BS/WS	D
 Strafing Run	6	4+	2/3

ABILITIES

VETERAN GUARDSMAN LEADER operatives in a **VETERAN GUARDSMAN** kill team have the following ability:

GUARDSMEN ORDERS

Once in each [Strategy phase](#), when it is your turn to use a Strategic Ploy, if this operative is in the killzone, it can issue a Guardsmen Order. If it does, all friendly **VETERAN GUARDSMAN** operatives within  of and [Visible](#) to it are issued a Guardsmen Order.

Each time a friendly operative issues a Guardsmen Order, select one Guardsmen Order below to take effect until the end of the [Turning Point](#). If more than one Guardsmen Order could be issued by your kill team during the Turning Point, e.g. the [Inspirational Leadership](#) Tactical Ploy, they must be different Guardsmen Orders.

Move! Move! Move!

Add  to the Movement characteristic of each friendly operative that was issued this order.

Take Aim!

Each time a friendly operative that was issued this order makes a [shooting attack](#), in the [Roll Attack Dice](#) step of that shooting attack, you can re-roll any or all of your attack dice results of 1. This order has no effect on shooting attacks made with the mortar barrage and remote mine ranged weapons, or attacks made with tactical assets.

Hold Position!

Each time a [shooting attack](#) is made against a friendly operative that was issued this order, in the [Roll Defence Dice](#) step of that shooting attack, if that operative is in [Cover](#), you can re-roll any or all of your defence dice results of 1. Friendly operatives that were issued this order cannot perform [Dash](#) or [Charge](#) actions.

Fix Bayonets!

Each time a friendly operative that was issued this order [fights in combat](#), in the [Roll Attack Dice](#) step of that combat, you can re-roll any or all of your attack dice results of 1.

STRATEGIC PLOYS

If your faction is **VETERAN GUARDSMAN**, you can use the following Strategic Ploys during a game.

OVERCHARGE LASGUNS

1CP

Strategic Ploy

Until the end of the [Turning Point](#), change the profile of lasguns that friendly **VETERAN GUARDSMAN** operatives are equipped with to the following:

Name	A	BS/WS	D
 Overcharge Lasguns	4	4+	2/3

Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:

- Standard
- Overcharge

Special Rules

Standard: -

Overcharge: AP1, Hot

TAKE COVER

1CP

Strategic Ploy

Until the end of the Turning Point, each time a [shooting attack](#) is made against a friendly **VETERAN GUARDSMAN** operative, if it is in [Cover](#), improve its Save characteristic by 1 for that shooting attack.

INTO THE BREACH

1CP

Strategic Ploy

Each friendly **VETERAN GUARDSMAN** operative within your drop zone can perform a free [Dash](#) action, but must finish that move closer to the enemy's drop zone.

CLEAR THE LINE

1CP

Strategic Ploy

Until the end of the Turning Point, each time a friendly **VETERAN GUARDSMAN** operative [fights in combat](#), before rolling your attack dice for that combat, you can retain one as a successful normal hit without rolling it.

TACTICAL PLOYS

If your faction is **VETERAN GUARDSMAN**, you can use the following Tactical Ploys during a game.

INSPIRATIONAL LEADERSHIP

1CP

Tactical Ploy

Use this Tactical Ploy during a **VETERAN GUARDSMAN LEADER** operative's activation. That operative issues a Guardsmen Order to all friendly **VETERAN GUARDSMAN** operatives within 6" of and Visible to it.

IN DEATH, ATONEMENT

1CP

Tactical Ploy

Use this Tactical Ploy when a ready friendly **VETERAN GUARDSMAN** operative is **incapacitated**. That operative is not removed from the killzone until the end of your next activation or the end of the battle (whichever comes first) and does not count as being injured.

COMBINED ARMS

1CP

Tactical Ploy

Use this Tactical Ploy after rolling your attack dice for a **shooting attack** made by a friendly **VETERAN GUARDSMAN** operative. If the target of that attack is an enemy operative that was targeted by another friendly **VETERAN GUARDSMAN** operative with a shooting attack during that **Turning Point**, you can re-roll any or all of your attack dice for that shooting attack.

TAC OPS

If your faction is **VETERAN GUARDSMAN**, you can use the Veteran Guardsman Tac Ops listed below, as specified in the [mission sequence](#).

BOOTS ON THE GROUND

Veteran Guardsman – Faction Tac Op 1

You can reveal this Tac Op at the end of any [Turning Point](#).

- At the end of that Turning Point, if there are more friendly operatives than enemy operatives within 6" of your drop zone, and there are more friendly operatives than enemy operatives within 6" of your opponent's drop zone, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

STAND FAST

Veteran Guardsman – Faction Tac Op 2

You can reveal this Tac Op in the [Reveal Tac Ops](#) step of any Turning Point.

- At the end of any Turning Point, if friendly operatives control two or more [objective markers](#), and friendly operatives control more objective markers than enemy operatives do, you score 1 VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score an additional 1VP.

GLORY IN DEATH

Veteran Guardsman – Faction Tac Op 3

Reveal this Tac Op at the end of the battle.

- If more friendly operatives were **incapacitated** than enemy operatives, but you scored more victory points from the mission objective, you score 2VPs.

EQUIPMENT

VETERAN GUARDSMAN operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with ⁺ can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

HOT-SHOT CAPACITOR PACK [2EP]

Modify the operative's ranged weapons for the battle as follows:

- Add 1 to both Damage characteristics of lasguns and laspistols this operative is equipped with.

ROSARY⁺ [2EP]

The operative gains the following ability for the battle:

Rosary: Once per battle, in the Resolve Successful Hits step of a [shooting attack](#) or [combat](#), you can ignore the damage inflicted on this operative from one attack dice.

HAND AXE [2EP]

The operative is equipped with the following melee weapon for the battle:

Name	A	BS/WS	D
 Hand axe	3	4+	3/5

TRENCH SHOVEL [2EP]

The operative gains the following ability for the battle:

Dug Trench: While this operative is wholly within your drop zone, each time an enemy operative makes a [shooting attack](#), if it is more than ② from this operative, this operative is treated as being in [Cover](#) provided by [Light](#) terrain. This operative loses this ability if it performs a [Normal Move](#), [Charge](#), [Fall Back](#) or [Dash](#) action.

FRAG GRENADE [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS/WS	D
 Frag grenade	4	3+	2/3
Special Rules	!	-	-

Rng 6, Limited, Blast ②, Indirect

KRAK GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle. It cannot make a [shooting attack](#) with this weapon by performing an [Overwatch](#) action.

Name	A	BS/WS	D
 Krak grenade	4	3+	4/5
Special Rules	!	-	-

Rng 6, Limited, Indirect, AP1

CHRONOMETER⁺ [3EP]

The operative gains the following ability for the battle:

Chronometer: Once per battle, after [rolling off](#) to determine initiative, this operative can use this ability. If it does, you can re-roll your dice.

TOPOGRAPHICAL CHART⁺ [3EP]

The operative gains the following ability for the battle:

Topographical Chart: During the [mission sequence](#), if this friendly operative was selected for deployment, after resolving your selected option in the [Scouting step](#), you can select and resolve an additional scouting option. It must be a different option to your original selection, and initiative is still determined by your original selection.

DATACARDS

TROOPER VETERAN

Astra Militarum Veterans have a great deal of combat experience, gained over experiencing harsh fighting for months or even years. Armed with lasguns and bayonets, they have faced down terrible danger time and time again.

M	APL	GA	DF	SV	W	Base
3(2)	2	2	3	5+	7	25mm

Name	A	BS/WS	D	Special Rules	!
Lasgun	4	4+	2/3	-	-
Bayonet	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

DATACARD-RELATED

FIELD PROMOTION

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, TROOPER VETERAN



SERGEANT VETERAN

Veteran Sergeants command squads of Veterans in battle. Calm under pressure and unphased by the horrors of war, they are solid combat leaders who will fight tooth and nail to achieve victory as well as see their comrades survive to fight another day.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	5+	8	25mm

Name	A	BS/WS	D	Special Rules	!
Bolt pistol	4	3+	3/4	Rng 6	-
Boltgun	4	3+	3/4	-	-
Las pistol	4	3+	2/3	Rng 6	-
Plasma pistol	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Standard	4	3+	5/6	Rng 6, AP1	-
- Supercharge	4	3+	5/6	Rng 6, AP2, Hot	-
Bayonet	4	3+	2/3	-	-
Chainsword	4	3+	3/4	Balanced	-
Power weapon	4	3+	4/6	Lethal 5+	-

ABILITIES

Guardsmen Orders

UNIQUE ACTIONS

DATACARD-RELATED

INSPIRATIONAL LEADERSHIP

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, LEADER, SERGEANT VETERAN



SNIPER VETERAN

Expert marksmen, their skills honed in the harsh conditions of numerous battlefields, Sniper Veterans are sharpshooters who specialise in cutting down key enemy troops at extreme ranges - all unseen by the foe.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	5+	7	25mm

Name	A	BS/WS	D	Special Rules	!
Long-las	4	2+	3/3	-	MW3
Bayonet	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

Sniper: Each time this operative is activated, so long as it does not perform a **Normal Move**, **Charge** or **Fall Back** action during that activation, its long-las gains the Silent special rule for that activation.

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, SNIPER VETERAN



GUNNER VETERAN

With experience and skills in wielding a whole host of specialist weapons, Gunner Veterans are called whether a Sergeant Veteran needs a xenos nest burned to nothing, a bunker reduced to melted sludge or to bring down heavy enemy infantry that lasguns are insufficient for.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	5+	7	25mm

Name	A	BS/WS	D	Special Rules	!
Flamer	5	2+	2/2	Rng 6, Torrent 2	-
Grenade launcher				Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:	
- Frag	4	4+	2/4	Blast 2	-
- Krak	4	4+	4/5	AP1	-
Meltagun	4	4+	6/3	Rng 6, AP2	MW4
Plasma gun				Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:	
- Standard	4	4+	5/6	AP1	-
- Supercharge	4	4+	5/6	AP2, Hot	-
Bayonet	3	4+	2/3	-	-

ABILITIES**UNIQUE ACTIONS**

VETERAN GUARDSMAN®, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, GUNNER VETERAN

**CONFIDANT VETERAN**

Even the best Sergeant Veterans need to call on solid tactical advice - and their confidants are experts. Experienced troops and capable leaders themselves, they can be trusted to carry out the sergeant's orders in the field as well as contribute to the formulation of a solid battle plan.

M	APL	GA	DF	SV	W	Base
3(2)	2	1	3	5+	7	25mm

Name	A	BS/WS	D	Special Rules	!
Bolt pistol	4	4+	3/4	Rng 6	-
Boltgun	4	4+	3/4	-	-
Las pistol	4	4+	2/3	Rng 6	-
Lasgun	4	4+	2/3	-	-
Bayonet	3	4+	2/3	-	-
Chainsword	4	4+	3/4	Balanced	-

ABILITIES**UNIQUE ACTIONS**

Second in Command: If a friendly SERGEANT VETERAN operative is **incapacitated** and removed from the killzone, you can nominate this operative for command. If you do, until the end of the battle, it gains the **LEADER** keyword and the Guardsmen Orders ability.

Directive: Each time this **operative is activated**, if it has not been nominated for command, you can select one other ready friendly VETERAN GUARDSMAN® operative within 6" of and Visible to it. After this operative's activation ends, activate that operative, and treat its Group Activation characteristic as 1 for that activation.

VETERAN GUARDSMAN®, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, CONFIDANT VETERAN



DEMOLITION VETERAN

Whether blowing up ammo dumps or cracking open defences, many kill teams need explosives experts. Demolition Veterans are such troops. Naturally daring, they often have to put themselves in harm's way to plant their remote mines at the optimum point to blow their target into smithereens.

M	APL	GA	DF	SV	W	Base
3②	2	1	3	5+	7	25mm

Name	A	BS/WS	D	Special Rules	!
Lasgun	4	4+	2/3	-	-
Remote mine	4	2+	5/6	AP1, Detonate*, Silent	-
Bayonet	3	4+	2/3	-	-

ABILITIES

***Detonate:** Each time this operative makes a **Shoot** action using its remote mine, make a shooting attack against each operative within 3 of the centre of its Mine token with that weapon. When making those shooting attacks, each operative (friendly and enemy) within 3 is a valid target, but when determining if it is in Cover, treat this operative's Mine token as the active operative. Then remove this operative's Mine token. An operative cannot make a shooting attack with this weapon by performing an **Overwatch** action, or if its Mine token is not in the killzone.

UNIQUE ACTIONS

Plant Mine (1AP): Place a Mine token in a location Visible to and within 1 of this operative, then perform a free **Dash** action with this operative. This operative cannot perform this action if it is within Engagement Range of an enemy operative, or if this operative's Mine token is in the killzone. If this operative is **incapacitated** and removed from the killzone, remove its Mine token.

VETERAN GUARDSMAN®, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, DEMOLITION VETERAN



ZEALOT VETERAN

Zealot Veterans are deeply spiritual warriors, often claiming their survival through the horrifying battlefields they've experienced is only thanks to the direct intervention of the Emperor himself.

M	APL	GA	DF	SV	W	Base
3②	2	1	3	5+	7	25mm

ABILITIES

The Emperor Protects: Each time a **shooting attack** is made against this operative, in the **Roll Defence Dice** step of that shooting attack, you can re-roll any or all of your defence dice.

UNIQUE ACTIONS

Uplifting Primer (1AP): Until the end of the **Turning Point**, while a friendly **VETERAN GUARDSMAN®** operative is within 3 of this operative, that friendly operative is uplifted. While an operative is uplifted, each time it **fights in combat** or makes a **shooting attack**, in the **Roll Attack Dice** step of that combat or shooting attack, you can select one of your results of 5+ to be retained as a critical hit.

DATACARD-RELATED

LITANY OF SACRIFICE

VETERAN GUARDSMAN®, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, ZEALOT VETERAN



MEDIC VETERAN

The efforts of the Medic Veteran is all that stands between life and miserable death for the troops of his squad. Equipped with little more than basic medical equipment, they strive to keep their comrades alive in the most hazardous conditions.

M	APL	GA	DF	SV	W	Base
3②	2	1	3	5+	7	25mm

Name	A	BS/WS	D	Special Rules	!
↳ Lasgun	4	4+	2/3	-	-
☒ Bayonet	3	4+	2/3	-	-

ABILITIES

Medic!: Once per [Turning Point](#), the first time another friendly **VETERAN GUARDSMAN** operative would be [incapacitated](#) while Visible to and within **3** of this operative and not within Engagement Range of an enemy operative, if this operative is not within Engagement Range of an enemy operative, this operative can revive it. That operative is not incapacitated, has 1 wound remaining, and if it was a [shooting attack](#), any remaining attack dice are discarded. That other friendly operative can then perform a free [Dash](#) action, but must finish that move within **A** of this operative. Subtract 1 from both operatives' APL.

UNIQUE ACTIONS

Medikit (1AP): Select one friendly **VETERAN GUARDSMAN** operative within **A** of and [Visible](#) to this operative. That operative regains 2D3 lost wounds. An operative cannot be selected for this if it was revived using the **Medic!** ability during the same [Turning Point](#). This operative cannot perform this action if it is within Engagement Range of an enemy operative.

DATACARD-RELATED

DIAGNOSTICATOR

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, MEDIC, MEDIC VETERAN



COMMS VETERAN

Comms Veterans are consummate professionals, accompanying their leaders wherever required whilst carrying heavy equipment, all to receive and transmit communications that are vital for their comrades and superiors to understand the inevitable confusion of battle.

M	APL	GA	DF	SV	W	Base
3②	2	1	3	5+	7	25mm

Name	A	BS/WS	D	Special Rules	!
↳ Lasgun	4	4+	2/3	-	-
☒ Bayonet	3	4+	2/3	-	-

ABILITIES

Relay Orders: Once in each [Turning Point](#), when this operative is issued a Guardsman Order, it can relay it. If an order is relayed, subtract 1 from this operative's APL and all friendly **VETERAN GUARDSMAN** operatives in the Killzone are issued that order.

UNIQUE ACTIONS

Signal (1AP): Select one friendly **VETERAN GUARDSMAN** operative within **6** of and [Visible](#) to this operative. Add 1 to its APL. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

DATACARD-RELATED

VID-CAPTURE RELAY

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, COMMS VETERAN



BRUISER VETERAN

For some, war and fighting just agrees with them. Bruiser Veterans are such people. They look the galaxy's endless malevolent threats in the eye with a trench club in their hand, ready to bludgeon anything and everything to death.

M	APL	GA	DF	SV	W	Base
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3(2)	2	1	3	5+	7	25mm
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Name	A	BS/WS	D	Special Rules	!
⦿ Lasgun	4	4+	2/3	-	-
☒ Bayonet	3	4+	2/3	-	-
☒ Trench club	3	3+	3/3	-	Stun

ABILITIES

Bruiser: Once per Turning Point, when this operative **fights in combat**, in the resolve successful hits step of that combat, you can ignore the damage inflicted on it from one normal hit.

UNIQUE ACTIONS

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VETERAN GUARDSMAN®, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, BRUISER VETERAN



HARDENED VETERAN

Some Veterans are resilient above and beyond even their peers. These troops are steel in body as well as in mind, with bionics in the place of body parts lost in battle. Despite the horrific wounds they have suffered, they fight on still, unbowed.

M	APL	GA	DF	SV	W	Base
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3(2)	2	1	3	5+	7	25mm
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Name	A	BS/WS	D	Special Rules	!
⦿ Lasgun	4	4+	2/3	-	-
☒ Bayonet	3	4+	2/3	-	-
☒ Bionic arm	3	4+	4/5	-	-

ABILITIES

Hardened by War: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. You can ignore any or all modifiers to this operative's APL.

UNIQUE ACTIONS

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VETERAN GUARDSMAN®, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, HARDENED VETERAN



SPOTTER VETERAN

To direct battle-winning heavy fire, forward observers form a part of kill teams. These Spotter Veterans possess great focus, accurately guiding salvoes of mortar fire from safe lines even when under immense pressure. With this they can stymie enemy attacks or pin them down in their defences.

M	APL	GA	DF	SV	W	Base
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3(2)	2	1	3	5+	7	25mm
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Name	A	BS/WS	D	Special Rules	!
⦿ Lasgun	4	4+	2/3	-	-
⦿ Mortar barrage	5	4+	2/3	Barrage, Unwieldy, Blast (2), Silent	-
☒ Bayonet	3	4+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

Spotter (2AP): Select one enemy operative Visible to this operative, then select one other ready friendly VETERAN GUARDSMAN® operative with a Group Activation characteristic of 1 within (2) of and Visible to this operative. After this activation ends, you can activate that other friendly operative, and during its next activation, it treats that enemy operative as if it has an Engage order. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

VETERAN GUARDSMAN®, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, SPOTTER VETERAN



SPEC OPS RULES

Below you will find a selection of rules for Spec Ops campaigns in which you have selected **VETERAN GUARDSMAN** as your faction keyword.

BATTLE HONOURS

Each time a **VETERAN GUARDSMAN** operative gains a Battle Honour, instead of determining one from its specialism, you can instead determine one from the Veteran Guardsman Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

VETERAN GUARDSMAN SPECIALIST

D6	Battle Honour
1	Capable Under Fire: If this operative has a Conceal order and is in Cover provided by Light terrain, enemy operatives cannot treat it as being on an Engage order as a result of a Vantage Point .
2	Brash: Each time this operative is issued a Guardsman Order , you can select what order it receives (it can be a different order to what other friendly operatives receive).
3	Siege Specialist: Select one of this operative's ranged weapons. It gains the No Cover special rule.
4	Grit and Determination: While this operative is within (2) of the centre of an objective marker , increase its Defence characteristic by 1
5	Decorated Veteran: Improve the Ballistic Skill characteristic of this operative's ranged weapons by 1 (to a maximum of 3+).
6	Final Litany: When this operative is incapacitated , you can use the In Death, Atonement Tactical Ploy without spending any Command Points if this operative is the VETERAN GUARDSMAN selected. If you do, for that operative's next activation, change the Ballistic Skill characteristic of its ranged weapons to 2+.

RARE EQUIPMENT

Each time you would determine an item of **rare equipment** to add to your stash, if your faction is **VETERAN GUARDSMAN**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. RELIC SIDEARM [2EP]

Select a bolt pistol or lascop pistol the operative is equipped with. It gains the following improvements for the battle:

- Improve its Ballistic Skill characteristic by 1.
- Add 1 to its Attacks characteristic.

2. PRIZED SABRE [1EP]

Select a power weapon the operative is equipped with. It gains the Balanced special rule for the battle.

3. VID-CAPTURE RELAY [2EP]

COMMS VETERAN operative only. The operative gains the following ability for the battle: 'Each time this operative performs the **Signal** action, it can select any friendly operative in the killzone, rather than within 6" of and Visible to it.'

4. LITANY OF SACRIFICE [3EP]

ZEALOT VETERAN operative only. The operative gains the following unique action for the battle:

LITANY OF SACRIFICE

1AP

Until the end of the Turning Point, while a friendly **VETERAN GUARDSMAN** operative is within 6" of this operative, it is inspired by sacrifice. While an operative is inspired by sacrifice, each time it **fights in combat** or is the target of a **shooting attack**, in the Roll Attack Dice step of that combat or shooting attack, you can change one of your opponent's critical hits to a normal hit.

5. REGIMENTAL HEIRLOOM [2EP]

The operative gains the following ability for the battle: 'At the end of this operative's activation, if it did not perform a **Shoot** action during that activation, until the start of its next activation it is motivated by honour. While an operative is motivated by honour:

- When determining control of an **objective marker**, treat its APL as 1 higher (to a maximum of 3). Note that this is not a modifier.
- In the **Resolve Successful Hits** step of a shooting attack or combat, each time damage is inflicted on the operative, halve the damage that is applied (rounding up).'

6. DIAGNOSTICATOR [2EP]

MEDIC VETERAN operative only. The operative gains the following abilities for the battle:

- Each time this operative performs the **Medikit** action, the friendly operative selected regains D3+3 lost wounds, rather than 2D3.
- After the battle, in the **Update Dataslates** step of the mission sequence, if this operative was not **incapacitated** during the battle, you can re-roll two **Casualty tests** as a result of this Medic, rather than 1.

ASSETS

Each time you would add a **strategic asset** to your **base of operations**, if your faction is **VETERAN GUARDSMAN**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

PRELIMINARY BOMBARDMENT

The kill team's base is equipped with vox-nets linked to artillery batteries behind friendly lines. Using it, they can call in artillery bombardments to weaken the enemy's positions.

At the start of the **Set Up Operatives** step of the mission sequence, you can call in a Preliminary Bombardment. If you do:

- Select one terrain feature that includes any parts with the **Heavy** trait. Enemy operatives cannot be set up with an **Engage** order on or within A" of that terrain feature.
- Unless a friendly **SPOTTER VETERAN** was selected for deployment, you must select the Fortify option in the **Scouting** step of this battle.

MUNITORUM SUPPLY LINES

The kill team's base of operations is regularly resupplied by the Munitorum.

In the **Strategy** phase of the first Turning Point, add 1 additional **CP** to your pool.

EXPANDED ENGINEERING BAY

The kill team's base has the facilities to construct razorwire and all other manner of defensive equipment that can hinder the enemy's movement in battle.

In the **Scouting** step, if you select the Fortify option or a friendly **DEMOLITION VETERAN** was selected for deployment, when resolving your selection, you can place a Fortify token within 6" of your drop zone.

- Each time an operative performs a **Dash** action, it cannot move within 3" of a Fortify token (unless it can **FLY**, in which case it cannot start or end the move within 3" of a Fortify token).
- Each time an operative performs a **Charge** action, if it would move within 3" of a Fortify token, subtract (2) from the distance it can move for that action (unless it can **FLY**, in which case only subtract (2) if it would start or end that move within 3" of a Fortify token).

REQUISITIONS

In a Spec Ops campaign, if your faction is **VETERAN GUARDSMAN**, you can use the following Requisitions in addition to those presented in other sources.

UNENDING MANPOWER

1RP

The endless wars of the Astra Militarum produce large numbers of Veterans to replace the many casualties kill teams suffer.

Purchase this Requisition after a game in which one or more friendly **VETERAN GUARDSMAN** operatives failed a **Casualty test** and were slain. For each friendly **VETERAN GUARDSMAN** operative that was slain in this manner, you can use the Operative Assigned Requisition without spending any Requisition points. Each operative you add to your roster as a result must be a **TROOPER VETERAN** operative.

FIELD PROMOTION

1RP

As they complete more missions, Veteran Guardsmen learn more skills that enormously benefit their kill team.

Purchase this Requisition before or after a game. Select one friendly **TROOPER VETERAN** operative with the Ace, Grizzled or Revered rank. Remove that operative from your roster and replace it with a new operative from your faction (excluding a **SERGEANT VETERAN** operative). The new operative has the same number of experience points as that **TROOPER VETERAN** operative (select its Battle Honours accordingly) and has the same Battle Scars (if any).

ACCOLADE OF DISTINCTION

1RP

Veteran Guardsmen regularly carry out deeds of extraordinary bravery, and many receive medals or accolades for their achievements.

Purchase this Requisition when a friendly **VETERAN GUARDSMAN** operative gains the Revered rank. You can select the following Battle Honour for that operative, instead of selecting one from another source:

Accolade of Distinction: Change the operative's APL to 3.

SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **VETERAN GUARDSMAN**, you can select one from those found below instead of selecting one from another source.

VICTORY OR DEATH

Your veterans deploy for a foolhardy mission more appropriate for a combat patrol or platoon. Yet their faith in the Emperor is absolute. They will pay any price to achieve victory, for He will guide them, or they will fall in His name.

OPERATION 1: IN LIFE, WAR

Despite the odds, your veterans must fight like never before.

Win six games.

OPERATION 2: IN DEATH, PEACE

All personal agendas must be set aside as your veterans put themselves in harm's way to see their orders completed. They may fall and become a mere footnote to the war effort, yet the Emperor's guiding hand can see them through to fight another day.

Complete a game in which you scored victory points from the 'Glory in Death' Tac Op.

COMMENDATION

- Each friendly operative that was selected for deployment earns 1 XP.
- Each friendly operative that was incapacitated in the battle scores 1 XP.
- Each friendly operative that was incapacitated, but completed any mission actions in the battle, and/or earned you any victory points for controlling an objective marker in the battle, earns 1 XP.
- For each friendly operative that passes a Casualty test after the battle, if it earned 3 XP from the commendations above, it is not limited to 3 XP as a result of that passed Casualty test.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Honour-Bound' Spec Op.

GRAND OFFENSIVE

For many months two forces have fought a grinding war of attrition, but their commanders have crafted a new plan to break the deadlock. Kill teams will strike at weak points in the enemy's line, paving the way for a larger assault. When the time comes, they will join the grand offensive themselves.

OPERATION 1: SECURE APPROACHES

By pushing back the enemy and securing the area, your kill team must use their strength to make inroads into the enemy's lines.

Complete five games in which you scored victory points from the 'Boots on the Ground' or 'Stand Fast' Tac Op.

OPERATION 2: ALL OUT OFFENSIVE

With various routes to the enemy's position secured, the grand offensive begins. Needing to secure their own section of the enemy's line, your forces break out from cover and attack.

Complete a game in which you scored victory points from the 'Plant Banner' Tac Op.

COMMENDATION

- You gain three [Requisition points](#).
- You can add one item of [rare equipment](#) to your stash, or you can increase your [asset capacity](#) by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a '[Secure District](#)' Spec Op.