Army Roster (Imperium - Adeptus Astartes - Salamanders) (750 pts)
Rules: Oath of Moment

Configuration	
Battle Size	Incursion (1000 Point limit)
Detachment	Firestorm Assault Force Abilities: Close-Range Eradication
Show/Hide Options	Agents of the Imperium are visible

Character   (135 pts)

Captain in Gravis Armour (1) **(80 pts)**	Boltstorm Gauntlet, Powerfist, and Relic weapon Fist, Relic Fist, Warlord Rules: Leader, Oath of Moment, Extra Attacks Unit: Captain in Gravis Armour Abilities: Refuse to Yield, Leader[1], Rites of Battle, Invulnerable Save Ranged Weapons: Boltstorm Gauntlet Melee Weapons: Power Fist[1], Relic Fist
Techmarine (1) **(55 pts)**	Rules: Leader, Oath of Moment, Pistol, Extra Attacks Unit: Techmarine Abilities: Techmarine, Blessing of the Omnissiah, Vengeance of the Omnissiah, Leader[2] Ranged Weapons: Forge Bolter, Grav-pistol Melee Weapons: Servo-arm, Omnissian Power Axe

Battleline   (75 pts)

Assault Intercessor Squad (5) **(75 pts)**	• Assault Intercessor Sergeant: Astartes Chainsword, Heavy Bolt Pistol • 4x Assault Intercessors Rules: Oath of Moment, Pistol Unit: Assault Intercessor Squad Abilities: Shock Assault Ranged Weapons: Heavy Bolt Pistol (x3) (x6) Melee Weapons: Astartes Chainsword (x4) (x8)

Infantry   (280 pts)

Aggressor Squad (3) **(120 pts)**	Flamestorm Gauntlets • 2x Aggressors • Aggressor Sergeant Rules: Oath of Moment, Twin-linked, Torrent, Ignores Cover Unit: Aggressors Abilities: Close-quarters Firepower Melee Weapons: Twin Power Fist (x2) (x4) Ranged Weapons: Flamestorm Gauntlets
Assault Intercessors with Jump Packs (5) **(80 pts)**	• Assault Intercessor Sergeant with Jump Pack: Power Fist, Plasma Pistol • 3x Assault Intercessors with Jump Pack • Assault Intercessors with Jump Pack w/ Plasma Pistol Rules: Oath of Moment, Deep Strike, Hazardous, Pistol Unit: Assault Intercessors with Jump Packs Abilities: Hammer of Wrath Ranged Weapons: Plasma Pistol - Supercharge (x2) (x4), Plasma Pistol - Standard (x2) (x4), Heavy Bolt Pistol (x3) (x3) Melee Weapons: Power Fist[2], Astartes Chainsword (x4) (x8)
Infernus Squad (5) **(80 pts)**	• 4x Infernus Marines • Infernus Sergeant Rules: Oath of Moment, Ignores Cover, Torrent, Pistol Unit: Infernus Squad Abilities: Purge the Foe Ranged Weapons: Pyreblaster (x2) (x4), Bolt Pistol (x2) (x4) Melee Weapons: Close Combat Weapon (x2) (x4)

Vehicle   (180 pts)

Repulsor (1) (180 pts)	Twin Lascannon, Las-talon Rules: Deadly Demise D6, Oath of Moment, Indirect Fire, One Shot, Twin-linked Unit: Repulsor Abilities: Transport[1], Emergency Combat Embarkation, Damaged: 1-5 Wounds Remaining Ranged Weapons: Hunter-slayer Missile, Repulsor Defensive Array, Las-talon, Twin Lascannon Melee Weapons: Armoured Hull
Dedicated Transport (80 pts)	
Impulsor (1) (80 pts)	Bellicatus Missile Array, 2 Storm Bolters, Ironhail Heavy Stubber Rules: Deadly Demise D3, Firing Deck 6, Oath of Moment, Rapid Fire, Anti-, Blast Unit: Impulsor Abilities: Transport[2], Assault Vehicle Melee Weapons: Armoured Tracks Ranged Weapons: Ironhail Heavy Stubber, Storm Bolter, Bellicatus Missile Array - Frag, Bellicatus Missile Array - Icarus, Bellicatus Missile Array - Krak

Rules:

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, each time a model from your army with this ability makes an attack that targets that enemy unit, you can re-roll the Hit roll.
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.
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.
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.
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.
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.
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.
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.
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 weapons.
	% Otherwise, if possible, select one model in that unit (excluding CHARACTER m weapons.
	% Otherwise, select one CHARACTER model in that unit equipped with one or mo
	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.

Deadly Demise D6	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").
Indirect Fire	Weapons with [INDIRECT FIRE] in their profile are known as Indirect Fire weapons, and attacks can be made with them even if the target is not visible to the attacking model. These attacks can destroy enemy models in a target unit even though none may have been visible to the attacking unit when you selected that target. If no models in a target unit are visible to the attacking unit when you select that target, then each time a model in the attacking unit makes an attack against that target using an Indirect Fire weapon, subtract 1 from that attack's Hit roll, an unmodified Hit roll of 1-3 always fails, and the target has the Benefit of Cover against that attack. Weapons with the [TORRENT] ability cannot be fired using the [INDIRECT FIRE] ability.
One Shot	The bearer can only shoot with this weapon once per battle.
Deadly Demise D3	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").
Firing Deck 6	Some TRANSPORT models have 'Firing Deck x' listed in their abilities. Each time such a model is selected to shoot in the Shooting phase, you can select up to 'x' models embarked within it whose units have not already shot this phase. Then, for each of those embarked models, you can select one ranged weapon that embarked model is equipped with (excluding weapons with the [ONE SHOT] ability). Until that TRANSPORT model has resolved all of its attacks, it counts as being equipped with all of the weapons you selected in this way, in addition to its other weapons. Until the end of the phase, those selected models' units are not eligible to shoot.
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'.
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.
Blast	Weapons with [BLAST] in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit).

Abilities

Close-Range Eradication

Ranged weapons equipped by Adeptus Astartes models from your army have the [ASSAULT] ability, and each time an attack made such a weapon targets a unit within 12", add 1 to the Strength characteristic of that attack.

Refuse to Yield

Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

Leader[1]

This model can be attached to the following units:

% Aggressor Squad
% Eradicator Squad
% Heavy Intercessor Squad

Rites of Battle

Once per battle round, one unit from your army with this ability can be targeted by a Stratagem for 0CP, even if another unit from your army has already been targeted by that Stratagem this phase.

Invulnerable Save

4+

Techmarine

While this model is within 3" of one or more friendly Adeptus Astartes Vehicle units, this model has the Lone Operative ability

Blessing of the Omnissiah

In your Command phase, you can select one friendly Adeptus Astartes Vehicle model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

Vengeance of the Omnissiah

If a friendly Adeptus Astartes Vehicle model is destroyed within 12" of this model, until the end of the battle, this model's Omnissian power axe has an Attacks characteristic of 7.

Leader[2]

This model can be attached to the following units:

% Assault Intercessor Squad
% Desolation Squad
% Intercessor Squad
% Tactical Squad

Shock Assault

Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.

Close-quarters Firepower

Each time a model in this unit makes a ranged attack that targets the closest eligible target, improve the Armour Penetration characteristic of that attack by 1.

Hammer of Wrath

Each time this unit ends a Charge move, select one enemy unit within Engagement range of it, then roll one D6 for each model in this unit that is within Engagement range of that enemy unit. On a 4+ that enemy unit suffers one mortal wound

Purge the Foe

In your Shooting phase, after this unit has shot, you can select one enemy Infantry unit hit by one or more of those attacks made with a pyreblaster. That enemy unit must take a Battle-shock test.

Transport[1]

This model has a transport capacity of 14 ADEPTUS ASTARTES INFANTRY models. Each JUMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models.

Emergency Combat Embarkation

Once per turn, in your opponent's Charge phase, after an enemy unit has selected targets for its charge but before it makes a Charge move, you can select one Adeptus Astartes unit from your army that was selected as a target of that charge. Provided that unit is not within Engagement Range of any enemy units and every model in that unit is within 3" of this Transport, it can embark within this Transport. The charging unit can then select new targets for its charge.	

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.

Transport[2]

This model has a transport capacity of 7 TACTICUS or PHOBOS INFANTRY models. It cannot transport JUMP PACK models.

Assault Vehicle

Units can disembark from this Transport after it has Advanced. Units that do so count as having made a Normal move, and cannot declare a charge that turn.

Unit	M	T	SV	W	LD	OC
Captain in Gravis Armour	5"	6	3+	6	6+	1
Techmarine	6"	4	2+	4	6+	1
Assault Intercessor Squad	6"	4	3+	2	6+	2
Aggressors	5"	6	3+	3	6+	1
Assault Intercessors with Jump Packs	12"	4	3+	2	6+	1
Infernus Squad	6"	4	3+	2	6+	1
Repulsor	10"	12	3+	16	6+	5
Impulsor	12"	9	3+	11	6+	2

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Boltstorm Gauntlet	12"	3	2+	4	-1	1	Pistol
Forge Bolter	24"	3	2+	5	-1	2	-
Grav-pistol	12"	1	3+	4	-1	2	Anti-vehicle 2+, Pistol
Heavy Bolt Pistol (x3) (x3)	18"	1	3+	4	-1	1	Pistol
Flamestorm Gauntlets	12"	D6+1	N/A	4	0	1	Ignores Cover, Torrent, Twin-linked
Plasma Pistol - Supercharge (x2) (x2)	12"	1	3+	8	-3	2	Hazardous, Pistol
Plasma Pistol - Standard (x2) (x2)	12"	1	3+	7	-2	1	Pistol
Pyreblaster (x2) (x2)	12"	D6	N/A	5	0	1	Ignores Cover, Torrent
Bolt Pistol (x2) (x2)	12"	1	3+	4	0	1	Pistol
Hunter-slayer Missile	48"	1	2+	14	-3	D6	Indirect Fire, One Shot
Repulsor Defensive Array	24"	18	3+	4	0	1	-
Las-talon	36"	2	3+	10	-3	D6+1	-
Twin Lascannon	48"	1	3+	12	-3	D6+1	Twin-linked
Ironhail Heavy Stubber	36"	3	3+	4	0	1	Rapid Fire 3
Storm Bolter	24"	2	3+	4	0	1	Rapid Fire 2
Bellicatus Missile Array - Frag	48"	D6	3+	4	0	1	Blast
Bellicatus Missile Array - Icarus	48"	D3	3+	8	-1	2	Anti-Fly 2+
Bellicatus Missile Array - Krak	48"	1	3+	8	-2	D6	-

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Power Fist[1]	Melee	5	2+	8	-2	2	-
Relic Fist	Melee	1	2+	8	-2	2	Extra Attacks
Servo-arm	Melee	1	3+	8	-2	3	Extra Attacks
Omnissian Power Axe	Melee	4	3+	6	-2	2	-
Astartes Chainsword (x4) (x4)	Melee	4	3+	4	-1	1	-
Twin Power Fist (x2) (x2)	Melee	3	3+	8	-2	2	Twin-linked
Power Fist[2]	Melee	3	3+	8	-2	2	-
Close Combat Weapon (x2) (x2)	Melee	3	3+	4	0	1	-
Armoured Hull	Melee	6	4+	8	0	1	-
Armoured Tracks	Melee	3	4+	6	0	1	-