Adeptus Astartes - Army Rule - Oath of Moment	Deathwatch - Army Rules - Kill Teams
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 and you can re-roll the Wound roll.	Each time an attack targets a Kill Team unit from your army that contains models with different Toughness characteristics, until the attacking unit has finished making its attacks, use the Toughness characteristic of the majority of the models in that unit when determining what roll is required for that attack to successfully wound. If two or more Toughness characteristics are tied for majority, use the highest value.
	For the purposes of determining which models can embark within a Transport model, Kill Team Terminator models, Kill Team Outrider models, Kill Team Biker models and models equipped with a jump pack each take up the space of 2 models, but can otherwise embark within any Transport their unit can embark within, even though similar models in other units may have the Terminator, Mounted or Jump Pack keywords.
	For the purposes of interacting with terrain features, all models in units with the Kill Team ability are treated as Infantry, even though similar models in other units may have the Mounted or Jump Pack keywords.

Deathwatch - Black Spear Task Force - Detachment Rules - Restrictions & Mission Tactics		Deathwatch - Black Spear Task Force - Enhancements	
RESTRICTIONS ■ Your army can include Deathwatch units, but it cannot include any Adeptus Astartes units drawn from any other Chapter. ■ Your army cannot include any of the following units: Assault Squad; Assault Squad with Jump Packs;Attack Bike Squad; Devastator Squad; Land Speeder Storm; Scout Squad; Scout Sniper Squad; Tactical Squad. **MISSION TACTICS** At the start of your Command phase, you can select one of the Mission Tactics listed below. Until the start of your next Command phase, that Mission Tactic is active and its effects apply to all units from your army with this ability. Each Mission Tactic can only be selected once per battle.		**BEACON ANGELIS**	Adeptus Astartes model only. Models in the bearer's unit have the Deep Strike ability. In addition, you can target the bearer's unit with the Rapid Ingress Stratagem for 0CP
FUROR TACTICS	While this Mission Tactic is active, weapons equipped by Adeptus Astartes units from your army have the [SUSTAINED HITS 1] ability.	**OSSEUS KEY**	Watch Master or Techmarine model only. At the start of your opponent's Shooting phase, select one enemy Vehicle unit (excluding Titanic units) within 12" of and visible to the bearer. That model must take a Leadership test. If that test is passed, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; if that test is failed, that unit is not eligible to shoot this phase.
MALLEUS TACTICS	While this Mission Tactic is active, weapons equipped by Adeptus Astartes units from your army have the [LETHAL HITS] ability.	**THE TOME OF ECTOCLADES**	Watch Master or Captain model only. Once per battle, after you have selected an enemy unit using the Oath of Moment ability in your Command phase, the bearer can use this Enhancement if they are on the battlefield. When they do, select a second enemy unit – until the start of your next Command phase, each time an Adeptus Astartes model from your army makes an attack that targets either of those enemy units, you can re-roll the Hit roll and you can re-roll the Wound roll.
PURGATUS TACTICS	While this Mission Tactic is active, each time an Adeptus Astartes unit from your army makes an attack, if a Critical Hit is scored, that attack has the [PRECISION] ability	**THIEF OF SECRETS**	Adeptus Astartes model only. Improve the Strength, Damage and Armour Penetration characteristics of the bearer's melee weapons by 1. If an enemy model is destroyed as the result of a melee attack made by the bearer, at the end of that phase, until the end of the battle, improve the Strength, Damage and Armour Penetration characteristics of the bearer's melee weapons by 2 instead.

Deathwatch - Black Spear Task Force - Stratagems

Stratagems		When	Target	Effect	Restrictions
Armour of Contempt	1 C P	Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.	One Adeptus Astartes unit from your army that was selected as the target of one or more of the attacking unit's attacks	Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.	
Teleportarium	1 C P	End of your opponent's Fight phase.	Up to two Kill Team units from your army, or one other ADEPTUS ASTARTES INFANTRY unit from your army.	Remove those units from the battlefield. In the Reinforcements step of your next Movement phase, set each of those units up anywhere on the battlefield that is more than 9" horizontally away from all enemy models.	You cannot select any units that are within Engagement Range of one or more enemy units.
Adaptive Tactics	1 C P	Your Command phase.	Up to two Kill Team units from your army, or one other ADEPTUS ASTARTES unit your army.	For each unit targeted, select the Furor Tactics, Malleus Tactics or Purgatus Tactics. Until the start of your next Command phase, that Mission Tactic is active for that unit instead of any Mission Tactic that is active for your army.	
Hellfire Rounds	1 C P	Your Shooting phase.	Up to two Kill Team units from your army that have not been selected to shoot this phase, or one other Adeptus Astartes unit from your army that has not been selected to shoot this phase.	Until the end of the phase, ranged weapons (excluding Devastating Wounds weapons) equipped by models in your unit have the [ANTI-INFANTRY 2+] and [ANTI-MONSTER 5+] abilities.	You cannot select any VEHICLE units or units that have already been targeted with either the Kraken Rounds or Dragonfire Rounds Stratagems this phase.
Kraken Rounds	1 C P	Your Shooting phase.	Up to two Kill Team units from your army that have not been selected to shoot this phase, or one other Adeptus Astartes unit from your army that has not been selected to shoot this phase.	Until the end of the phase, improve the Armour Penetration characteristic of ranged weapons equipped by models in your unit by 1 and improve the range characteristic of those weapons by 6".	You cannot select any VEHICLE units or units that have already been targeted with either the Dragonfire Rounds or Hellfire Rounds Stratagems this phase.
Dragonfire Rounds	1 C P	Your Shooting phase.	Up to two Kill Team units from your army that have not been selected to shoot this phase, or one other Adeptus Astartes unit from your army that has not been selected to shoot this phase.	Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT] and [IGNORES COVER] abilities.	You cannot select any VEHICLE units or units that have already been targeted with either the Kraken Rounds or Hellfire Rounds Stratagems this phase.

Stratagems		When	Target	Effect	Restrictions
Core Stratagems					
Command Re-Roll	1 C P	In any phase, just after you have made a Hit / Wound / Damage / Advance / Charge / number of attacks roll, a saving throw, or a Hazardous / Desperate Escape test, for an attack, model or unit from your army. [Edited]		You re-roll that roll, test or saving throw.	
Counter-Offensive	2 C P	Fight phase, just after an enemy unit has fought.	One unit from your army that is within Engagement Range of one or more enemy units and that has not already been selected to fight this phase.	Your unit fights next.	
Epic Challenge	1 C P	Fight phase, when a Character unit from your army that is within Engagement Range of one or more Attached units is selected to fight.	One Character model in your unit.	Until the end of the phase, all melee attacks made by that model have the [PRECISION] ability (pg 26).	
Insane Bravery	1 C P	Battle-shock step of your Command phase, just after you have failed a Battle-shock test taken for a unit from your army (pg 11).	The unit from your army that Battle-shock test was just taken for (even though your Battle-shocked units cannot normally be affected by your Stratagems).	Your unit is treated as having passed that test instead, and is not Battle-shocked as a result.	
Grenade	1 C P	Your Shooting phase	One Grenades unit from your army that is not within Engagement Range of any enemy units and has not been selected to shoot this phase.	Select one enemy unit that is not within Engagement Range of any units from your army and is within 8" of and visible to your Grenades unit. Roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.	
Rapid Ingress	1 C P	End of your opponent's Movement phase.	One unit from your army that is in Reserves.	Your unit can arrive on the battlefield as if it were the Reinforcements step of your Movement phase.	You cannot use this Stratagem to enable a unit to arrive on the battlefield during a battle round it would not normally be able to do so in.
Tank Shock	1 C P	Your Charge phase.	One Vehicle unit from your army.	Until the end of the phase, after your unit ends a Charge move, select one enemy unit within Engagement Range of it, then select one melee weapon your unit is equipped with. Roll a number of D6 equal to that weapon's Strength characteristic. If that Strength characteristic is greater than that enemy unit's Toughness characteristic, roll two additional D6. For each 5+,	

			that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).	
Fire Overwatch	1 C P	Your opponent's Movement or Charge phase, just after an enemy unit is set up or when an enemy unit starts or ends a Normal, Advance, Fall Back or Charge move.	One unit from your army that is within 24" of that enemy unit and that would be eligible to shoot if it were your Shooting phase.	Your unit can shoot that enemy unit as if it were your Shooting phase. (Actually part of the "Restriction":) Until the end of the phase, each time a model in your unit makes a ranged attack, an unmodified Hit roll of 6 is required to score a hit, irrespective of the attacking weapon's Ballistic Skill or any modifiers.	You can only use this Stratagem once per turn.
Go to Ground	1 C P	Your opponent's Shooting phase, just after an enemy unit has selected its targets.	One Infantry unit from your army that was selected as the target of one or more of the attacking unit's attacks.	Until the end of the phase, all models in your unit have a 6+ invulnerable save and have the Benefit of Cover (pg 44).	
Smokescreen	1 C P	Your opponent's Shooting phase, just after an enemy unit has selected its targets.	One Smoke unit from your army that was selected as the target of one or more of the attacking unit's attacks.	Until the end of the phase, all models in your unit have the Benefit of Cover (pg 44) and the Stealth ability (pg 20).	
Heroic Intervention	2 C P	Your opponent's Charge phase, just after an enemy unit ends a Charge move.	One unit from your army that is within 6" of that enemy unit and would be eligible to declare a charge against that enemy unit if it were your Charge phase.	Your unit now declares a charge that targets only that enemy unit, and you resolve that charge as if it were your Charge phase. (Actually part of the "Restriction":) Note that even if this charge is successful, your unit does not receive any Charge bonus this turn (pg 29).	You can only select a Vehicle unit from your army if it is a Walker.

DEPLOYMENT ABILITIES	
DEEP STRIKE	▪ Unit can be set up in Reserves instead of on the battlefield. ▪ Unit can be set up in your Reinforcements step, more than 9" horizontally away from all enemy models.
SCOUTS	▪ Scouts x": Unit can make a Normal move of up to x" before the first turn begins. ▪ If embarked in a Dedicated Transport, that Dedicated Transport can make this move instead. ▪ Must end this move more than 9" horizontally away from all enemy models.
INFILTRATORS	Unit can be set up anywhere on the battlefield that is more than 9" horizontally away from the enemy deployment zone and all enemy models.
LEADER	▪ Before the battle, Character units with the Leader ability can be attached to one of their Bodyguard units to form an Attached unit. ▪ Attached units can only contain one Leader. ▪ Attacks cannot be allocated to Character models in Attached units.

WEAPON ABILITIES

ANTI X	An unmodified Wound roll of 'x+' against a target with the matching keyword scores a Critical Wound.
ASSAULT	Can be shot even if the bearer's unit Advanced.
BLAST	■ Add 1 to the Attacks characteristic for every five models in the target unit (rounding down). ■ Can never be used against a target that is within Engagement Range of any units from the attacking model's army (including its own).
DEVASTATING WOUNDS	A Critical Wound inflicts mortal wounds equal to the weapon's Damage characteristic, instead of any normal damage.
EXTRA ATTACKS	The bearer can attack with this weapon in addition to any other weapons it can make attacks with.
HAZARDOUS	After a unit shoots or fights, roll one Hazardous test (one D6), for each Hazardous weapon used. For each 1, one model equipped with a Hazardous weapon is destroyed (Characters, Monsters and Vehicles suffer 3 mortal wounds instead).
HEAVY	Add 1 to Hit rolls if the bearer's unit Remained Stationary this turn.
IGNORES COVER	Each time an attack is made with such a weapon, the target cannot have the Benefit of Cover against that attack (pg 44).
INDIRECT FIRE	■ Can target and make attacks against units that are not visible to the attacking unit. ■ If no models are visible in a target unitwhen it is selected, then when making an attack against that target with an Indirect Fire weapon, subtract 1 from that attack's Hit roll and the target has the Benefit of Cover against that attack.
LANCE	Each time an attack is made with such a weapon, if the bearer made a cHarge move this turn, add 1 to that attack's Wound roll.
LETHAL HITS	Each time an attack is made with such a weapon, a Critical Hit automatically wounds the target.
MELTA	Increase the damage by 'x' when targeting units within half range.
PISTOL	■ Can be shot even if the bearer's unit is within Engagement Range of enemy units, but must target one of those enemy units. ■ Cannot be shot alongside any other non-Pistol weapon (except by a Monster or Vehicle).
PRECISION	When targeting an Attached unit, the attacking model's player can have the attack allocated to a Character model in that unit visible to the bearer.
RAPID FIRE X	Increase the Attacks by 'x' when targeting units within half range.
SUSTAINED HITS X	Each Critical Hit scores 'x' additional hits on the target.
TORRENT	Each time an attack is made with such a weapon, that attack automatically hits the target.
TWIN-LINKED	Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll.