DETACHMENT

Abilities	Description
The Red Thirst	Each time an Adeptus Astartes unit from your army is selected to fight, if that unit made a Charge move this turn, until the end of the phase, add 2 to the Strength characteristic and add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.

Categories	Configuration

120 PTS — COMMANDER DANTE

Models	Options
1x Commander Dante	Perdition, The Axe Mortalis, Warlord

Unit	M	T	SV	W	LD	OC
Commander Dante	12"	4	2+	6	6+	1

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Perdition	6"	1	2+	9	-4	D6	Melta 2, Pistol, Sustained Hits D3

Melee Weapons	Range	A	WS	S	AP	D	Keywords
The Axe Mortalis	Melee	8	2+	8	-3	2	Lethal Hits

Abilities	Description
Death Mask of Sanguinius	At the start of the Fight phase, each enemy unit within 6" of this model must take a Battle-shock test, subtracting 1 from that test when they do
Lord Regent of the Imperium Nihilus	While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit and each time a model in that unit makes an attack, add 1 to the Hit roll.
Leader	This model can be attached to the following units: ■ Assault Squad with Jump Packs ■ Sanguinary Guard ■ Vanguard Veteran Squad with Jump Packs ■ Assault Intercessors with Jump Packs

Invulnerable Save	4+

Rules	Leader, Deep Strike, Oath of Moment, Melta, Pistol, Sustained Hits, Lethal Hits

Categories	Epic Hero, Character, Infantry, Grenades, Imperium, Fly, Faction: Adeptus Astartes, Faction: Blood Angels, Jump Pack, Tacticus, Chapter Master, Commander Dante

LEMARTES — 100 PTS

Models	Options
1x Lemartes	Absolver Bolt Pistol, The Blood Crozius

Unit	M	T	SV	W	LD	OC
Lemartes	12"	4	3+	4	5+	1

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

Melee Weapons	Range	A	WS	S	AP	D	Keywords
The Blood Crozius	Melee	5	2+	6	-2	2	Lethal Hits

Abilities	Description
Guardian of the Lost	While this model is leading a unit, each time an attack is allocated to a model in that unit, subtract 1 from the Damage characteristic of that attack.
Fury Unbound	While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.
Leader	This model can be attached to the following unit: ■ Death Company Marines with Jump Packs
Invulnerable Save	4+

Rules	Leader, Oath of Moment, Deep Strike, Feel No Pain 6+, Lethal Hits

Categories	Epic Hero, Character, Infantry, Grenades, Imperium, Fly, Chaplain, Lemartes, Faction: Adeptus Astartes, Faction: Blood Angels, Jump Pack

CAPTAIN — 105 PTS

Models	Options
1x Captain	Speed of the Primarch, Heavy Bolt Pistol, Master-crafted power weapon and 1 Relic Shield (Heavy Bolt Pistol, Master-crafted Power Weapon, Relic Shield)

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

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Heavy Bolt Pistol	18"	1	2+	4	-1	1	Pistol

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Master-crafted Power Weapon	Melee	6	2+	5	-2	2	-

Abilities	Description
	This model can be attached to the following units: ■ Assault Intercessor Squad ■ Bladeguard Veteran Squad* ■ Hellblaster Squad* ■ Infernus Squad

Leader	■ Intercessor Squad
	■ Sternguard Veteran Squad
	■ Company Heroes
	■ Tactical Squad
	• This model cannot be attached to a Bladeguard Veteran Squad unless it is equipped with a relic shield, and cannot be attached to a Hellblaster Squad unless it is equipped with a plasma pistol.
Finest Hour	Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the [DEVASTATING WOUNDS] ability.
Invulnerable Save	4+
Rites of Battle	Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.
Speed of the Primarch	Adeptus Astartes model only. Once per battle, at the start of the Fight phase, the bearer can use this Enhancement. If it does, until the end of the phase, models in the bearer's unit have the Fights First ability
Relic Shield[1]	Add 1 to the bearer's Wounds characteristic.
Relic Shield[2]	The bearer has a Wounds characteristic of 6.

Rules	Leader, Oath of Moment, Pistol

Categories	Character, Infantry, Captain, Grenades, Imperium, Tacticus, Faction: Adeptus Astartes

75 PTS	CHAPLAIN WITH JUMP PACK

Models	Options
1x Chaplain with Jump Pack	Crozius Arcanum, Bolt Pistol

Unit	M	T	SV	W	LD	OC
Chaplain with Jump Pack	12"	4	3+	4	5+	1

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Bolt Pistol	12"	1	3+	4	0	1	Pistol

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

Abilities	Description
Exhortation of Rage	Each time this model's unit is selected to fight, you can select one enemy unit within Engagement Range of this model's unit and roll one D6: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.
Leader	This model can be attached to the following units: ■ Assault Intercessors with Jump Packs ■ Vanguard Veteran Squad with Jump Packs
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.

Rules	Deep Strike, Leader, Oath of Moment, Pistol

Categories	Character, Infantry, Imperium, Chaplain, Faction: Adeptus Astartes, Fly, Jump Pack

75 PTS	ASSAULT INTERCESSOR SQUAD

Models	Options
1x Assault Intercessor Sergeant	Plasma Pistol, Power Fist
4x Assault Intercessors	Astartes Chainsword, Heavy Bolt Pistol

Unit	M	T	SV	W	LD	OC
Assault Intercessor Sergeant	6"	4	3+	2	6+	2
Assault Intercessor (x4)	6"	4	3+	2	6+	2

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
➤ Plasma Pistol - Supercharge	12"	1	3+	8	-3	2	Hazardous, Pistol
➤ Plasma Pistol - Standard	12"	1	3+	7	-2	1	Pistol
Heavy Bolt Pistol (x4)	18"	1	3+	4	-1	1	Pistol

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Power Fist	Melee	3	3+	8	-2	2	-
Astartes Chainsword (x4)	Melee	4	3+	4	-1	1	-

Abilities	Description
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.

Rules	Oath of Moment, Hazardous, Pistol

Categories	Infantry, Battleline, Grenades, Faction: Adeptus Astartes, Imperium, Assault Intercessor Squad, Tacticus

80 PTS	INTERCESSOR SQUAD

Models	Options
1x Intercessor Sergeant	Bolt Pistol, Bolt Rifle, Close combat weapon
4x Intercessor	Bolt Pistol, Bolt Rifle, Close combat weapon

Unit	M	T	SV	W	LD	OC
Intercessor Sergeant	6"	4	3+	2	6+	2
Intercessor Squad (x4)	6"	4	3+	2	6+	2

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Bolt Pistol (x5)	12"	1	3+	4	0	1	Pistol
Bolt Rifle (x5)	24"	2	3+	4	-1	1	Assault, Heavy

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Close combat weapon (x5)	Melee	3	3+	4	0	1	-

Abilities	Description
Objective Secured	If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.
Target Elimination	Each time this unit is selected to shoot, it can use this ability. If it does, until the end of the phase, add 2 to the Attacks characteristic of bolt rifles equipped by models in this unit and you can only select one enemy unit as the target of all of this unit's attacks

Rules	Oath of Moment, Pistol, Assault, Heavy

Categories	Infantry, Battleline, Grenades, Imperium, Tacticus, Intercessor Squad, Faction: Adeptus Astartes

160 PTS	BLADEGUARD VETERAN SQUAD

Models	Options
1x Bladeguard Veteran Sergeant	Master-crafted Power Weapon, Plasma Pistol
5x Bladeguard Veterans	Heavy Bolt Pistol, Master-crafted Power Weapon

Unit	M	T	SV	W	LD	OC
Bladeguard Veteran Sergeant	6"	4	3+	3	6+	1
Bladeguard Veteran (x5)	6"	4	3+	3	6+	1

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
➤ Plasma Pistol - Supercharge	12"	1	3+	8	-3	2	Hazardous, Pistol
➤ Plasma Pistol - Standard	12"	1	3+	7	-2	1	Pistol
Heavy Bolt Pistol (x5)	18"	1	3+	4	-1	1	Pistol

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Master-crafted Power Weapon (x6)	Melee	4	3+	5	-2	2	-

Abilities	Description
Bladeguard	At the start of the Fight phase, you can select one of the following abilities to apply to models in this unit until the end of the phase: ■ Swords of the Imperium: Each time a model in this unit makes a melee attack, re-roll a Hit roll of 1. ■ Shields of the Imperium: Each time an invulnerable saving throw is made for a model in this unit, re-roll a saving throw of 1.
Invulnerable Save	4+

Rules	Oath of Moment, Hazardous, Pistol

Categories	Infantry, Grenades, Imperium, Tacticus, Bladeguard Veteran Squad, Faction: Adeptus Astartes

Models	Options
7x Death Company Marine	Astartes Chainsword, Heavy Bolt Pistol
3x Death Company Marine w/ alternate weapons	Power Fist, Heavy Bolt Pistol

Unit	M	T	SV	W	LD	OC
Death Company Marine with Jump Pack	12"	4	3+	2	6+	1

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Heavy Bolt Pistol (x10)	18"	1	3+	4	-1	1	Pistol

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Astartes Chainsword (x7)	Melee	4	3+	4	-1	1	-
Power Fist (x3)	Melee	3	3+	8	-2	2	-

Abilities	Description
Savage Fury	You can re-roll Charge rolls made for this unit.
Attached Unit	If a Chaplain model from your army with the Leader ability can be attached to Assault Intercessors with Jump Packs, it can be attached to this unit instead
Black Rage	Each time this model makes a melee attack, you can re-roll the Hit roll. While this model's unit is not within 6" of one or more friendly BLOOD ANGELS CHARACTER models, or 12" of one or more friendly CHAPLAIN models, it cannot be selected to Fall Back and the Objective Control characteristic of models in this unit is 0.

Rules	Feel No Pain 6+, Deep Strike, Oath of Moment, Pistol

Categories	Infantry, Grenades, Imperium, Faction: Adeptus Astartes, Faction: Blood Angels, Death Company Marines with Jump Packs, Tacticus, Fly, Jump Pack

100 PTS	ERADICATOR SQUAD

Models	Options
1x Eradicator	Bolt Pistol, Close combat weapon, Melta Rifle
1x Eradicator Sergeant	Bolt Pistol, Close combat weapon, Melta Rifle
1x Eradicator with Multi-melta	Bolt Pistol, Close combat weapon, Multi-melta

Unit	M	T	SV	W	LD	OC
Eradicator Squad (x2)	5"	6	3+	3	6+	1
Eradicator Sergeant	5"	6	3+	3	6+	1

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Bolt Pistol (x3)	12"	1	3+	4	0	1	Pistol
Melta Rifle (x2)	18"	1	3+	9	-4	D6	Heavy, Melta 2
Multi-melta	18"	2	4+	9	-4	D6	Heavy, Melta 2

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Close combat weapon (x3)	Melee	3	3+	4	0	1	-

Abilities	Description
Total Obliteration	Each time a ranged attack made by a model in this unit targets a Monster or Vehicle model, you can re-roll the Hit roll, you can re-roll the Wound roll and you can re-roll the Damage roll.

Rules	Oath of Moment, Pistol, Heavy, Melta

Categories	Infantry, Grenades, Imperium, Gravis, Eradicator Squad, Faction: Adeptus Astartes

240 PTS — SANGUINARY GUARD

Models	Options
1x Sanguinary Guard	Encarmine Blade, Inferno Pistol
5x Sanguinary Guard	Encarmine Blade, Angelus Boltgun

Unit	M	T	SV	W	LD	OC
Sanguinary Guard (x6)	12"	4	2+	3	6+	1

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Inferno Pistol	6"	1	3+	8	-4	D3	Melta 2, Pistol
Angelus Boltgun (x5)	12"	2	3+	4	0	1	Pistol

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Encarmine Blade (x6)	Melee	4	3+	6	-3	2	-

Abilities	Description
Angelic Visage	Each time a melee attack targets this unit, subtract 1 from the Hit roll
Heirs of Azkaellon	While a Character model is leading this unit, each time a melee attack targets this unit, subtract 1 from the Wound roll.
Attached Unit	If a Captain model from your army with the Leader ability can be attached to Assault Intercessors with Jump Packs, it can be attached to this unit instead.
Invulnerable Save	4+

Rules	Deep Strike, Oath of Moment, Pistol, Melta

Categories	Infantry, Fly, Grenades, Imperium, Faction: Adeptus Astartes, Faction: Blood Angels, Sanguinary Guard, Jump Pack

160 PTS	BRUTALIS DREADNOUGHT

Models	Options
1x Brutalis Dreadnought	Twin Icarus Ironhail Heavy Stubber, Twin Multi-melta, Brutalis Fists & Brutalis Bolt Rifles (Brutalis Bolt Rifles, Brutalis Fists)

Unit		M	T	SV	W	LD	OC
Brutalis Dreadnought		8"	10	2+	12	6+	4

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Twin Icarus Ironhail Heavy Stubber	36"	3	3+	4	0	1	Anti-FLY 4+, Rapid Fire 3, Twin-linked
Brutalis Bolt Rifles	24"	4	3+	4	-1	1	Twin-linked
Twin Multi-melta	18"	2	3+	9	-4	D6	Melta 2, Twin-linked

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Brutalis Fists	Melee	6	3+	12	-2	3	Twin-linked

Abilities	Description
Brutalis Charge	Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds
Damaged: 1-4 Wounds Remaining	While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Rules	Deadly Demise D3, Oath of Moment, Anti-, Rapid Fire, Twin-linked, Melta

Categories	Vehicle, Dreadnought, Walker, Brutalis Dreadnought, Imperium, Faction: Adeptus Astartes

220 PTS	REPULSOR EXECUTIONER

Models	Options
1x Repulsor Executioner	Armoured Hull, Heavy Onslaught Gatling Cannon, Icarus Rocket Pod, Ironhail Heavy Stubber, Repulsor Executioner Defensive Array, Twin Heavy Bolter, Twin Icarus Ironhail Heavy Stubber, Heavy Laser Destroyer

Unit	M	T	SV	W	LD	OC
Repulsor Executioner	10"	12	3+	16	6+	5

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Heavy Onslaught Gatling Cannon	24"	12	3+	6	0	1	Devastating Wounds
Icarus Rocket Pod	24"	D3	3+	8	-1	2	Anti-fly 2+
Ironhail Heavy Stubber	36"	3	3+	4	0	1	Rapid Fire 3
Repulsor Executioner Defensive Array	24"	10	3+	4	0	1	-
Twin Heavy Bolter	36"	3	3+	5	-1	2	Sustained Hits 1, Twin-linked
Twin Icarus Ironhail Heavy Stubber	36"	3	3+	4	0	1	Anti-FLY 4+, Rapid Fire 3, Twin-linked
Heavy Laser Destroyer	72"	2	3+	16	-4	D6+4	Heavy

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Armoured Hull	Melee	6	4+	8	0	1	-

Abilities	Description
Transport	This model has a transport capacity of 7 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.
Executioner	Each time this model makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.
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.

Rules	Deadly Demise D6, Oath of Moment, Devastating Wounds, Anti-, Rapid Fire, Sustained Hits, Twin-linked, Heavy

Categories	Vehicle, Smoke, Imperium, Transport, Repulsor Executioner, Faction: Adeptus Astartes

100 PTS	CALLIDUS ASSASSIN

Models	Options
1x Callidus Assassin	Neural shredder, Phase sword and poison blades

Unit		M	T	SV	W	LD	OC
Callidus Assassin		7"	4	6+	4	6+	1

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Neural shredder	12"	D6	N/A	5	-2	1	Anti-INFANTRY 2+, Precision, Torrent

Melee Weapons		Range	A	WS	S	AP	D	Keywords
Phase sword and poison blades		Melee	5	2+	5	-4	2	Lethal Hits, Precision

Abilities	Description
Invulnerable Save	This model has a 4+ invulnerable save.
Acrobatic Escape	At the end of the Fight phase, if this model is within Engagement Range of one or more enemy units, it can make a Fall Back move of up to D6". In addition, at the end of your opponent's turn, if this model is not within 3" of one or more enemy units, you can remove it from the battlefield and then, in the Reinforcements step of your next Movement phase, set it up anywhere on the battlefield that is more than 9" horizontally away from all enemy models. If the battle ends and this model is not on the battlefield, it is destroyed.
Shadow Assignment	This model cannot be selected as your WARLORD. If your army faction is AGENTS OF THE IMPERIUM, then during the Declare Battle Formations step, you can replace this model with a different OFFICIO ASSASSINORUM model, provided that the points value of the new model does not exceed the points value of the model it replaced. Your army cannot include duplicates of the same model (i.e. after replacing this model with this rule, your army cannot have more than 1 VINDICARE ASSASSIN, it cannot have more than 1 CULEXUS ASSASSIN, it cannot have more than 1 EVERSOR ASSASSIN and it cannot have more than 1 CALLIDUS ASSASSIN).
Lord of Deceit (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 use of that Stratagem by 1CP.

Rules	Assigned Agents, Deep Strike, Lone Operative, Fights First, Infiltrators, Anti-, Precision, Torrent, Lethal Hits

Categories	Faction: Agents of the Imperium, Infantry, Character, Epic Hero, Imperium, Callidus Assassin

Army Roster (Imperium - Adeptus Astartes - Blood Angels)

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.

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.

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.

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.

Melta:

Weapons with **[MELTA X]** in their profile are known as Melta weapons. Each time an attack made with such a weapon targets a unit within half that weapon's range, that attack's Damage characteristic is increased by the amount denoted by 'x'.

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.

Sustained Hits:

Weapons with **[SUSTAINED HITS X]** in their profile are known as Sustained Hits weapons. Each time an attack is made with such a weapon, if a Critical Hit is rolled, that attack scores a number of additional hits on the target as denoted by 'x'

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.

Feel No Pain 6+:

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.

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.

Heavy:

Weapons with **[HEAVY]** in their profile are known as Heavy weapons. Each time an attack is made with such a weapon, if the attacking model's unit Remained Stationary this turn, add 1 to that attack's Hit roll.

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").

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.

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'.

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.

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").

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.

Assigned Agents:
If your army Faction is not AGENTS OF THE IMPERIUM, but every model in your army has the IMPERIUM keyword, you can include AGENTS OF THE IMPERIUM units in

your army even if they do not have the Faction keyword you selected in the Select Army Faction step. In this case, the maximum number of AGENTS OF THE IMPERIUM units you can include in your army depends on the battle size, as shown below.

Incursion: 1 RETINUE, 1 CHARACTER, 1 REQUISITIONED

Strike Force: 2 RETINUE, 2 CHARACTER, 1 REQUISITIONED

Onslaught: 3 RETINUE, 3 CHARACTER, 2 REQUISITIONED

Note that you can include AGENTS OF THE IMPERIUM DEDICATED TRANSPORT units in such an army as normal, but each unit must start the battle with one or more units embarked within it, or it cannot be deployed for that battle and will count as having been destroyed during the first battle round.

Lone Operative:

Unless part of an Attached unit, this unit can only be selected as the target of a ranged attack if the attacking model is within 12".

Fights First:

Units with this ability that are eligible to fight do so in the Fights First step, provided every model in the unit has this ability.

Infiltrators:

During deployment, if every model in a unit has this ability, then when you set it up, it can be set up anywhere on the battlefield that is more than 9" horizontally away from the enemy deployment zone and all enemy models.

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.

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.