

## DETACHMENT

Abilities	Description
Mission Tactics	<p>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.</p> <p><b>FUROR TACTICS</b> While this Mission Tactic is active, weapons equipped by ADEPTUS ASTARTES units from your army have the [SUSTAINED HITS 1] ability.</p> <p><b>MALLEUS TACTICS</b> While this Mission Tactic is active, weapons equipped by ADEPTUS ASTARTES units from your army have the [LETHAL HITS] ability.</p> <p><b>PURGATUS TACTICS</b> 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.</p>
Rules	Kill Teams
Categories	Configuration

110 PTS		CAPTAIN IN GRAVIS ARMOUR							
Models		Options							
1x Captain in Gravis Armour		The Tome of Ectoclades, Boltstorm Gauntlet, Powerfist, and Relic weapon Chainsword (Boltstorm Gauntlet, Power Fist, Relic Chainsword)							
Unit				M	T	SV	W	LD	OC
Captain in Gravis Armour				5"	6	3+	6	6+	1
Ranged Weapons		Range	A	BS	S	AP	D	Keywords	
Boltstorm Gauntlet		12"	3	2+	4	-1	1	Pistol	
Melee Weapons		Range	A	WS	S	AP	D	Keywords	
Power Fist		Melee	5	2+	8	-2	2	-	
Relic Chainsword		Melee	3	2+	4	-1	2	Extra Attacks	
Abilities		Description							
Refuse to Yield		Each time an attack is allocated to this model, halve the Damage characteristic of that attack.							
Leader		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 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.							
Invulnerable Save		4+							
The Tome of Ectoclades		WATCH MASTER or CAPTAIN model only. Once per battle, after you have selected your Oath of Moment target, the bearer can use this Enhancement. If it does, select a second enemy unit to be an Oath of Moment target. <b>Designer's Note:</b> <i>This means that each time a model with the Oath of Moment ability makes an attack that targets either of your Oath of Moment targets, you can re-roll the Hit roll.</i>							
Rules	Leader, Oath of Moment, Extra Attacks								
Categories	Character, Infantry, Captain, Grenades, Imperium, Faction: Adeptus Astartes, Gravis								

95 PTS		JUDICIAR									
Models		Options									
1x Judiciar		Thief of Secrets, Absolver Bolt Pistol, Executioner Relic Blade									
Unit		M	T	SV		W		LD		OC	
Judiciar		6"	4	3+		4		5+		1	
Ranged Weapons			Range		A	BS		S	AP	D	Keywords
Absolvor Bolt Pistol			18"		1	3+		5	-1	2	Pistol
Melee Weapons				Range		A	WS	S	AP	D	Keywords
Executioner Relic Blade (Thief of Secrets)				Melee		5	2+	8	-3	3	Devastating Wounds, Precision
Abilities		Description									
Tempormortis		While this model is leading a unit, that unit has the Fights First ability.									
Silent Fury		Each time this model destroys an enemy Character model, until the end of the battle, add 1 to the Attacks characteristic of its executioner relic blade.									
Invulnerable Save*		4+ • This model has a 4+ invulnerable save against melee attacks.									
Leader		This model can be attached to the following units: ■ Assault Intercessor Squad ■ Bladeguard Veteran Squad ■ Infernus Squad ■ Intercessor Squad ■ Sternguard Veteran Squad ■ Tactical Squad									
Thief of Secrets		<b>ADEPTUS ASTARTES</b> model only. Improve the Strength, Damage and Armour Penetration characteristics of the bearer’s melee weapons by 1. At the end of the Fight phase, if one or more enemy models were destroyed as a result of a melee attack made by the bearer this phase, until the end of the battle, improve the Strength, Damage and Armour Penetration characteristics of the bearer’s melee weapons by 2 instead.									
Rules	Leader, Oath of Moment, Pistol, Devastating Wounds, Precision										
Categories	Character, Infantry, Imperium, Tacticus, Judiciar, Faction: Adeptus Astartes										

70 PTS		LIEUTENANT WITH COMBI-WEAPON											
Models							Options						
1x Lieutenant with Combi-weapon							Combi-weapon, Paired Combat Blades						
Unit							M	T	SV	W	LD	OC	
Lieutenant with Combi-weapon							6"	4	3+	4	6+	1	
Ranged Weapons		Range	A	BS	S	AP	D	Keywords					
Combi-weapon		24"	1	3+	4	0	1	Anti-Infantry 4+, Devastating Wounds, Rapid Fire 1					
Melee Weapons			Range		A	WS	S	AP	D	Keywords			
Paired Combat Blades			Melee		5	2+	4	-1	1	Anti-Infantry 4+, Sustained Hits 1			
Abilities			Description										
Priority Objective Identified			At the start of the first battle round, if your army includes one or more models with this ability, you can select one objective marker on the battlefield. Until the end of the battle, while one or more models with this ability are on the battlefield, each time a friendly ADEPTUS ASTARTES model makes an attack that targets an enemy unit that is within range of that objective marker, re-roll a Wound roll of 1.										
Evade and Survive			Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move										
Lone Survivor			This model cannot be selected to be your <b>WARLORD</b> .										
Rules	Feel No Pain 5+, Infiltrators, Lone Operative, Stealth, Oath of Moment, Anti-, Devastating Wounds, Rapid Fire, Sustained Hits												
Categories	Character, Infantry, Grenades, Imperium, Lieutenant with Combi-weapon, Faction: Adeptus Astartes, Phobos, Lieutenant												

120 PTS		WATCH MASTER							
Models		Options							
1x Watch Master		Warlord, Beacon Angelis, Vigil spear							
Unit		M	T	SV		W		LD	OC
Watch Master		6"	4	2+		5		6+	1
Ranged Weapons		Range	A	BS	S	AP		D	Keywords
Vigil spear		24"	2	2+	4	-1		2	-
Melee Weapons		Range	A	WS	S	AP		D	Keywords
Vigil spear		Melee	6	2+	6	-2		D3	Lance
Abilities		Description							
Invulnerable Save		This model has a 4+ invulnerable save.							
Strategic Knowledge		While this model is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.							
Watch Master		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.							
Leader		This model can be attached to the following units: <ul style="list-style-type: none"><li>• DEATHWATCH VETERANS</li><li>• FORTIS KILL TEAM</li></ul>							
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.							
Rules	Leader, Oath of Moment, Mission Tactics, Lance								
Categories	Character, Infantry, Captain, Grenades, Imperium, Watch Master, Faction: Adeptus Astartes, Faction: Deathwatch								

190 PTS				DEATHWATCH VETERANS											
Models								Options							
4x Veteran w/ Astartes shield and power weapon								Astartes shield, Power weapon							
1x Veteran w/ Black Shield blades								Black Shield blades							
4x Veteran w/ Deathwatch thunder hammer								Deathwatch thunder hammer							
1x Sgt w/ combi-weapon and xenophase blade								Combi-weapon, Xenophase blade							
Unit						M	T	SV	W	LD	OC				
Deathwatch Veterans (x9)						6"	4	3+	2	6+	2				
Watch Sergeant						6"	4	3+	2	6+	2				
Ranged Weapons		Range	A	BS	S	AP	D	Keywords							
Combi-weapon		24"	1	4+	4	0	1	Anti-Infantry 4+, Devastating Wounds, Rapid Fire 1							
Melee Weapons						Range	A	WS	S	AP	D	Keywords			
Power weapon (x4)						Melee	3	3+	5	-2	1	-			
Blackshield blades						Melee	4	3+	5	-2	1	Twin-linked			
Deathwatch thunder hammer (x4)						Melee	3	4+	10	-2	3	Devastating Wounds			
Xenophase blade						Melee	4	3+	5	-2	1	Devastating Wounds			
Abilities		Description													
Death to the Alien		Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack does not have the IMPERIUM or CHAOS keywords, you can re-roll the Hit roll instead.													
Attached Unit		If a CHARACTER unit from your army with the Leader ability can be attached to a STERNGUARD VETERAN SQUAD, it can be attached to this unit instead.													
Astartes shield		The bearer has a 4+ invulnerable save.													
Rules	Mission Tactics, Oath of Moment, Twin-linked, Devastating Wounds, Anti-, Rapid Fire														
Categories	Infantry, Battleline, Grenades, Imperium, Ordo Xenos, Retinue, Deathwatch Kill Team, Faction: Adeptus Astartes, Faction: Deathwatch														

100 PTS			DEATHWATCH VETERANS										
Models							Options						
1x Veteran w/ Astartes shield and power weapon							Astartes shield, Power weapon						
2x Veteran w/ Deathwatch thunder hammer							Deathwatch thunder hammer						
1x Veteran w/ frag cannon and CCW							Close combat weapon, Frag cannon						
1x Sgt w/ Astartes shield and xenophase blade							Astartes shield, Xenophase blade						
Unit					M	T	SV	W	LD	OC			
Deathwatch Veterans (x4)					6"	4	3+	2	6+	2			
Watch Sergeant					6"	4	3+	2	6+	2			
Ranged Weapons		Range	A	BS	S	AP	D	Keywords					
Frag cannon		18"	D3	4+	7	-1	2	Blast, Heavy, Rapid Fire D3					
Melee Weapons				Range		A	WS	S	AP	D	Keywords		
Power weapon				Melee		3	3+	5	-2	1	-		
Deathwatch thunder hammer (x2)				Melee		3	4+	10	-2	3	Devastating Wounds		
Close combat weapon				Melee		3	3+	4	0	1	-		
Xenophase blade				Melee		4	3+	5	-2	1	Devastating Wounds		
Abilities		Description											
Death to the Alien		Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack does not have the IMPERIUM or CHAOS keywords, you can re-roll the Hit roll instead.											
Attached Unit		If a CHARACTER unit from your army with the Leader ability can be attached to a STERNGUARD VETERAN SQUAD, it can be attached to this unit instead.											
Astartes shield		The bearer has a 4+ invulnerable save.											
Rules	Mission Tactics, Oath of Moment, Devastating Wounds, Blast, Heavy, Rapid Fire												
Categories	Infantry, Battleline, Grenades, Imperium, Ordo Xenos, Retinue, Deathwatch Kill Team, Faction: Adeptus Astartes, Faction: Deathwatch												

190 PTS		DEATHWATCH TERMINATOR SQUAD									
Models				Options							
1x Deathwatch Terminator				Power Fist & Storm Bolter (Power Fist, Storm Bolter)							
1x Deathwatch Terminator Sergeant				Power Fist & Storm Bolter (Power Fist, Storm Bolter)							
3x Deathwatch Terminator w/ Heavy Weapon				Cyclone Missile Launcher, Storm Bolter & Power Fist (Cyclone missile launcher, Power Fist, Storm Bolter)							
Unit				M	T	SV		W	LD	OC	
Deathwatch Terminator (x4)				5"	5	2+		3	6+	1	
Deathwatch Terminator Sergeant				5"	5	2+		3	6+	1	
Ranged Weapons			Range	A	BS	S	AP	D	Keywords		
Storm Bolter (x5)			24"	2	3+	4	0	1	Rapid Fire 2		
► Cyclone missile launcher - frag (x3)			36"	2D6	3+	4	0	1	Blast		
► Cyclone missile launcher - krak (x3)			36"	2	3+	9	-2	D6	-		
Melee Weapons		Range	A	WS	S	AP	D	Keywords			
Power Fist (x5)		Melee	3	3+	8	-2	2	-			
Abilities		Description									
Terminatus Assault		You can re-roll Charge rolls made for this unit. Each time this unit ends a Charge move, each enemy unit within Engagement Range of this unit must take a Battle-shock test. If that enemy unit does not have the IMPERIUM or CHAOS keywords, subtract 1 from that test.									
Teleport Homer		At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent’s deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" of that token and not within 9" of any enemy models. That token is then removed.									
Invulnerable Save		Models in this unit have a 4+ invulnerable save.									
Attached Unit		If a CHARACTER unit from your army with the Leader ability can be attached to a TERMINATOR SQUAD, it can be attached to this unit instead.									
Rules	Deep Strike, Oath of Moment, Mission Tactics, Rapid Fire, Blast										
Categories	Infantry, Imperium, Deathwatch Terminator Squad, Terminator, Kill Team, Faction: Adeptus Astartes, Faction: Deathwatch										

180 PTS		FORTIS KILL TEAM							
Models		Options							
1x Kill Team Sergeant		Astartes grenade launcher, Bolt pistol, Deathwatch bolt rifle, Power Fist							
3x Kill Team Intercessor		Bolt pistol, Close combat weapon, Deathwatch bolt rifle							
1x Kill Team Intercessor w/ grenade launcher		Astartes grenade launcher, Bolt pistol, Close combat weapon, Deathwatch bolt rifle							



1x Kill Team Intercessor w/ vengor launcher				Bolt pistol, Castellan Launcher, Close combat weapon, Vengor Launcher							
3x Kill Team Intercessor w/ bolt pistol and incinerator				Bolt pistol, Close combat weapon, Plasma incinerator							
1x Kill Team Intercessor w/ plasma pistol and incinerator				Close combat weapon, Plasma incinerator, Plasma pistol							
Unit				M	T	SV		W	LD		OC
Kill Team Sergeant				6"	4	3+		2	6+		2
Kill Team Intercessor (x9)				6"	4	3+		2	6+		2
Ranged Weapons			Range	A	BS	S	AP	D	Keywords		
► Astartes grenade launcher - krak (x2)			24"	1	3+	9	-2	D3	-		
► Astartes grenade launcher - frag (x2)			24"	D3	3+	4	0	1	Blast		
Bolt pistol (x9)			12"	1	3+	4	0	1	Pistol		
Deathwatch bolt rifle (x5)			24"	2	3+	5	-2	1	Assault, Heavy, Lethal Hits		
Castellan Launcher			36"	D3	3+	4	0	1	Blast, Indirect Fire		
Vengor Launcher			48"	D6	2+	7	-1	2	Blast, Indirect Fire		
► Plasma incinerator - Standard (x4)			24"	2	3+	7	-2	1	Assault, Heavy		
► Plasma incinerator - Supercharge (x4)			24"	2	3+	8	-3	2	Assault, Hazardous, Heavy		
► Plasma pistol - Standard			12"	1	3+	7	-2	1	Pistol		
► Plasma pistol - Supercharge			12"	1	3+	8	-3	2	Hazardous, Pistol		
Melee Weapons			Range	A		WS		S	AP	D	Keywords
Power Fist			Melee	3		3+		8	-2	2	-
Close combat weapon (x9)			Melee	3		3+		4	0	1	-
Abilities		Description									
Fortis Doctrines		Each time a model in this unit makes an attack that targets a unit that is below its Starting Strength, add 1 to the Hit roll. If that attack targets a unit that is Below Half-strength, add 1 to the Hit roll and add 1 to the Wound roll instead.									
Attached Unit		If a CHARACTER from your army with the Leader ability can be attached to an INTERCESSOR SQUAD, it can be attached to this unit instead.									
Rules	Mission Tactics, Oath of Moment, Blast, Pistol, Assault, Lethal Hits, Heavy, Indirect Fire, Hazardous										
Categories	Infantry, Grenades, Imperium, Fortis Kill Team, Faction: Adeptus Astartes, Faction: Deathwatch, Tacticus, Kill Team										

250 PTS		INDOMITOR KILL TEAM											
Models								Options					
2x Kill Team Heavy Intercessor								Bolt pistol, Close combat weapon, Deathwatch heavy bolt rifle					
2x Kill Team Heavy Intercessor w/ heavy bolter								Bolt pistol, Close combat weapon, Deathwatch heavy bolter					
2x Kill Team Heavy Intercessor w/ melta rifle								Bolt pistol, Close combat weapon, Melta rifle					
1x Kill Team Heavy Intercessor w/ multi-melta								Bolt pistol, Close combat weapon, Multi-melta					
3x Kill Team Heavy Intercessor w/ power fists & auto boltstorm gauntlets								Auto boltstorm gauntlets, Fragstorm grenade launcher, Twin power fists					
Unit								M	T	SV	W	LD	OC
Kill Team Heavy Intercessor (x8)								5"	6	3+	3	6+	1
Kill Team Heavy Intercessor w/ Heavy Bolter (x2)								5"	6	3+	3	6+	1
Ranged Weapons		Range	A	BS	S	AP	D	Keywords					
Bolt pistol (x7)		12"	1	3+	4	0	1	Pistol					
Deathwatch heavy bolt rifle (x2)		30"	2	3+	5	-2	2	Assault, Heavy, Lethal Hits					
Deathwatch heavy bolter (x2)		36"	3	3+	5	-2	3	Assault, Heavy, Lethal Hits, Sustained Hits 1					
Melta rifle (x2)		18"	1	3+	9	-4	D6	Heavy, Melta 2					
Multi-melta		18"	2	4+	9	-4	D6	Heavy, Melta 2					
Auto boltstorm gauntlets (x3)		18"	3	3+	4	0	1	Twin-linked					
Fragstorm grenade launcher (x3)		18"	D6	3+	4	0	1	Blast					
Melee Weapons				Range		A	WS	S	AP	D	Keywords		
Close combat weapon (x7)				Melee		3	3+	4	0	1	-		
Twin power fists (x3)				Melee		3	3+	8	-2	2	Twin-linked		
Abilities		Description											
Indomitor Doctrines		Each time a model in this unit makes a ranged attack that targets the closest eligible target, or makes a melee attack in a turn in which it made a Charge move, improve the Strength characteristic of that attack by 2.											
Attached Unit		If a CHARACTER unit from your army can be attached to a HEAVY INTERCESSOR SQUAD, it can be attached to this unit instead.											
Rules	Mission Tactics, Oath of Moment, Pistol, Assault, Heavy, Lethal Hits, Sustained Hits, Melta, Twin-linked, Blast												
Categories	Infantry, Grenades, Imperium, Indomitor Kill Team, Gravis, Faction: Adeptus Astartes, Faction: Deathwatch, Kill Team												

100 PTS		INFILTRATOR SQUAD						
Models		Options						
4x Infiltrator		Bolt pistol, Close combat weapon, Marksman Bolt Carbine						
1x Infiltrator Sergeant		Bolt pistol, Close combat weapon, Marksman Bolt Carbine						
Unit		M	T	SV	W	LD	OC	
Infiltrator Squad (x4)		6"	4	3+	2	6+	1	
Infiltrator Sergeant		6"	4	3+	2	6+	1	
Ranged Weapons		Range	A	BS	S	AP	D	Keywords
Bolt pistol (x5)		12"	1	3+	4	0	1	Pistol
Marksman Bolt Carbine (x5)		24"	2	3+	4	0	1	Heavy
Melee Weapons		Range	A	WS	S	AP	D	Keywords
Close combat weapon (x5)		Melee	3	3+	4	0	1	-
Abilities	Description							
Omni-scramblers	Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this unit.							
Rules	Infiltrators, Oath of Moment, Pistol							
Categories	Infantry, Grenades, Imperium, Smoke, Phobos, Faction: Adeptus Astartes, Infiltrator Squad							

275 PTS		TALONSTRIKE KILL TEAM										
Models							Options					
1x Kill Team Sergeant w/ Jump Pack							Power Fist, Plasma pistol					
5x Heavy Intercessor w/ Jump Pack							Close combat weapon, Assault bolters					
3x Intercessor w/ heavy bolt pistol and Jump Pack							Astartes Chainsword, Heavy Bolt Pistol					
1x Intercessor w/ plasma pistol and Jump Pack							Astartes Chainsword, Plasma pistol					
Unit							M	T	SV	W	LD	OC
Kill Team Sergeant w/ Jump Pack							12"	4	3+	2	6+	1
Kill Team Heavy Intercessor w/ Jump Pack (x5)							10"	6	3+	3	6+	1
Kill Team Intercessor w/ Jump Pack (x4)							12"	4	3+	2	6+	1
Ranged Weapons			Range	A	BS	S	AP	D	Keywords			
► Plasma pistol - Standard (x2)			12"	1	3+	7	-2	1	Pistol			
► Plasma pistol - Supercharge (x2)			12"	1	3+	8	-3	2	Hazardous, Pistol			
Assault bolters (x5)			18"	3	3+	5	-1	2	Assault, Pistol, Sustained Hits 2, Twin-linked			
Heavy Bolt Pistol (x3)			18"	1	3+	4	-1	1	Pistol			
Melee Weapons				Range			A	WS	S	AP	D	Keywords
Power Fist				Melee			3	3+	8	-2	2	-
Close combat weapon (x5)				Melee			3	3+	4	0	1	-
Astartes Chainsword (x4)				Melee			4	3+	4	-1	1	-
Abilities		Description										
Talonstrike Doctrines		Each time this unit is set up on the battlefield, until the end of the turn: <ul style="list-style-type: none"><li>• Improve the Armour Penetration characteristic of weapons equipped by models in this unit by 1.</li><li>• Melee weapons equipped by models in this unit have the [LANCE] ability.</li></ul>										
Attached Unit		If a CHARACTER unit from your army with the Leader ability can be attached to an ASSAULT INTERCESSORS WITH JUMP PACKS unit, it can be attached to this unit instead.										
Rules	Oath of Moment, Deep Strike, Mission Tactics, Hazardous, Pistol, Assault, Twin-linked, Sustained Hits											
Categories	Faction: Adeptus Astartes, Faction: Deathwatch, Infantry, Fly, Jump Pack, Grenades, Imperium, Kill Team, Talonstrike Kill Team											

150 PTS		BALLISTUS DREADNOUGHT								
Models		Options								
1x Ballistus Dreadnought		Armoured Feet, Ballistus Lascannon, Ballistus Missile Launcher, Twin Storm Bolter								
Unit		M		T		SV		W	LD	OC
Ballistus Dreadnought		8"		10		2+		12	6+	4
Ranged Weapons		Range	A	BS	S	AP	D	Keywords		
Ballistus Lascannon		48"	2	3+	12	-3	D6+1	-		
► Ballistus Missile Launcher - Frag		48"	2D6	3+	5	0	1	Blast		
► Ballistus Missile Launcher - Krak		48"	2	3+	10	-2	D6	-		
Twin Storm Bolter		24"	2	3+	4	0	1	Rapid Fire 2, Twin-linked		
Melee Weapons		Range	A	WS		S	AP	D	Keywords	
Armoured Feet		Melee	5	3+		7	0	1	-	
Abilities		Description								
Ballistus Strike		Each time this model makes a ranged attack that targets a unit that is not Below Half-strength, you can re-roll the Hit roll.								
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, Blast, Rapid Fire, Twin-linked									
Categories	Vehicle, Walker, Imperium, Ballistus Dreadnought, Faction: Adeptus Astartes, Dreadnought									

160 PTS		GLADIATOR LANCER						
Models		Options						
1x Gladiator Lancer		Armoured Hull, Lancer Laser Destroyer, Two fragstorm grenade launchers (2x Fragstorm grenade launcher)						
Unit		M	T	SV	W	LD	OC	
Gladiator Lancer		10"	10	3+	12	6+	3	
Ranged Weapons		Range	A	BS	S	AP	D	Keywords
Lancer Laser Destroyer		72"	2	3+	14	-4	D6+3	Heavy
Fragstorm grenade launcher (x2)		18"	D6	3+	4	0	1	Blast
Melee Weapons		Range	A	WS	S	AP	D	Keywords
Armoured Hull		Melee	3	4+	6	0	1	-
Abilities		Description						
Aquillon Optics		Each time this model is selected to shoot, you can re-roll one Hit roll, you can re-roll one Wound roll and you can re-roll one Damage roll when resolving its attacks						
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, Heavy, Blast							
Categories	Vehicle, Imperium, Smoke, Gladiator Lancer, Faction: Adeptus Astartes							

## Army Roster (Imperium - Adeptus Astartes - Deathwatch)

### 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.

### Kill Teams:

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 result is required for that attack to successfully wound. If two or more Toughness characteristics are tied for majority, use the highest Toughness characteristic. For the purposes of determining which models can embark within a TRANSPORT model,

KILL TEAM models follow the normal restrictions listed on the TRANSPORT model.

### **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.

### **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.

### **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.

### **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.

### **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.

### **Feel No Pain 5+:**

Some models have 'Feel No Pain x+' listed in their abilities. Each time a model with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll one D6: if the result is greater than or equal to the number denoted by 'x':



that wound is ignored and is not lost. If a model has more than one Feel No Pain ability, you can only use one of those abilities each time that model suffers damage and so would lose a wound.

### **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.

### **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".

### **Stealth:**

If every model in a unit has this ability, then each time a ranged attack is made against it, subtract 1 from that attack's Hit roll.

### **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'.

### **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'.

### **Mission Tactics:**

Refer to the Detachment Rule for more information.

### **Lance:**

Weapons with **[LANCE]** in their profile are known as Lance weapons. 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.

### **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.

**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).

**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.

**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.

**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.

**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.

**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.

### **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.

### **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'.

### **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").