

Dark Angels 1500pts (Warhammer 40,000 10th Edition) [1,490pts]

Army Roster (Imperium - Adeptus Astartes - Dark Angels) [1,490pts]

Rules: *Oath of Moment*

Configuration

Battle Size

Selections: 2. Strike Force (2000 Point limit)

Categories: CONFIGURATION

Detachment

Selections: Inner Circle Task Force

Categories: CONFIGURATION

Abilities: *Vowed Target*

Abilities	Description	Ref
Vowed Target	At the start of your Command phase, select one objective marker. Until the start of your next Command phase, that objective marker is your Vowed objective marker. Each time a Deathwing Infantry unit from your army makes an attack that targets a unit within range of your Vowed objective marker, add 1 to the Wound roll.	

Show/Hide Options

Selections: Agents of the Imperium are visible, Imperial Knights are visible, Legends are visible, Titans are visible, Unaligned Forces are visible, Unaligned Fortifications are visible

Categories: CONFIGURATION

Epic Hero [105pts]

Azrael [105pts]

Selections: Lion's Wrath, The Sword of Secrets, Warlord

Categories: CHARACTER, EPIC HERO, INFANTRY, GRENADES, IMPERIUM, TACTICUS, AZRAEL, FACTION: DARK ANGELS, FACTION: ADEPTUS ASTARTES, CHAPTER MASTER, DEATHWING, WARLORD

Rules: *Anti*, *Devastating Wounds*, *Oath of Moment*, *Rapid Fire*

Abilities: *Invulnerable save*, *Leader*, *Masterful Tactician*, *Supreme Grand Master*, *The Lion Helm*, **Melee Weapons:** *The Sword of Secrets*, **Ranged Weapons:** *Lion's Wrath*, **Unit:** *Azrael*

Abilities	Description	Ref
Invulnerable save	4+	
Leader	<p>This model can be attached to the following units:</p> <ul style="list-style-type: none"> ■ Assault Intercessor Squad ■ Bladeguard Veteran Squad ■ Hellblaster Squad ■ Infernus Squad ■ Inner Circle Companions ■ Intercessor Squad ■ Sternguard Veteran Squad ■ Tactical Squad 	
Masterful Tactician	At the start of your Command phase, if this model is on the battlefield, you gain 1CP.	
Supreme Grand Master	While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.	
The Lion Helm	Models in the bearer's unit have a 4+ invulnerable save. In addition, once per battle, in any phase, the bearer can summon a Watcher in the Dark. When it does, until the end of the phase, models in the bearer's unit have the Feel No Pain 4+ ability against mortal wounds.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
The Sword of Secrets	Melee	6	2+	6	-4	2	Devastating Wounds	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Lion's Wrath	24"	2	2+	8	-3	2	Anti-Infantry 4+, Devastating Wounds, Rapid Fire 1	

Unit	M	T	SV	W	LD	OC	Ref
Azrael	6"	4	2+	6	6+	1	

Character [120pts]

Lieutenant [65pts]

Categories: CHARACTER, INFANTRY, GRENADES, IMPERIUM, TACTICUS, FACTION: ADEPTUS ASTARTES, LIEUTENANT

Rules: *Leader, Oath of Moment*

Abilities: *Leader, Tactical Precision, Target Priority*, **Unit:** *Lieutenant*

Pistol, Master-crafted Bolt Rifle & Melee Weapon

Selections: Bolt Pistol, Close Combat Weapon, Master-crafted Bolt Rifle

Rules: *Pistol*

Melee Weapons: *Close Combat Weapon*, **Ranged Weapons:** *Bolt Pistol, Master-crafted Bolt Rifle*

Abilities	Description	Ref
	<p>This model can be attached to the following units:</p> <ul style="list-style-type: none"> ■ Assault Intercessor Squad ■ Bladeguard Veteran Squad ■ Company Heroes ■ Hellblaster Squad ■ Infernus Squad ■ Intercessor Squad ■ Sternguard Veteran Squad ■ Tactical Squad 	
Leader	<p>You can attach this model to one of the above units even if one Captain or Chapter Master model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.</p>	
Tactical Precision	While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.	
Target Priority	This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Close Combat Weapon	Melee	5	2+	4	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Bolt Pistol	12"	1	2+	4	0	1	Pistol	
Master-crafted Bolt Rifle	24"	2	2+	4	-1	2		

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

Lieutenant in Phobos Armour [55pts]

Selections: Bolt Pistol, Master-crafted Scoped Bolt Carbine, Paired Combat Blades

Categories: CHARACTER, INFANTRY, GRENADES, IMPERIUM, PHOBOS, FACTION: ADEPTUS ASTARTES, LIEUTENANT

Rules: *Deep Strike, Infiltrators, Leader, Oath of Moment, Pistol, Scouts 6", Sustained Hits*

Abilities: *Leader, Strategic Dispersal, Tactical Precision*, **Melee Weapons:** *Paired Combat Blades*, **Ranged Weapons:** *Bolt Pistol, Master-crafted Scoped Bolt Carbine*, **Unit:** *Lieutenant in Phobos Armour*

Abilities	Description	Ref
	This model can be attached to the following units:	
	<ul style="list-style-type: none"> ■ Incursor Squad ■ Infiltrator Squad ■ Reiver Squad 	
Leader	You can attach this model to one of the above units even if one Captain or Chapter Master model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.	
Strategic Dispersal	In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of any enemy models, it can make a Normal move of up to D6"	
Tactical Precision	While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Paired Combat Blades	Melee	5	2+	4	0	1	Sustained Hits 1	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Bolt Pistol	12"	1	2+	4	0	1	Pistol	
Master-crafted Scoped Bolt Carbine	24"	2	2+	4	0	2		

Unit	M	T	SV	W	LD	OC	Ref
Lieutenant in Phobos Armour	6"	4	3+	4	6+	1	

Infantry [865pts]

Deathwing Knights [235pts]

Selections: Power Weapon, Watcher in the Dark

Categories: INFANTRY, IMPERIUM, FACTION: DARK ANGELS, FACTION: ADEPTUS ASTARTES, DEATHWING KNIGHTS, TERMINATOR, DEATHWING

Rules: *Deep Strike, Oath of Moment*

Abilities: *Attached Unit, Inner Circle, Invulnerable Save, Teleport Homer, Watcher in the Dark*, **Melee Weapons:** *New Profile*, **Unit:** *Deathwing Knight*

4x Deathwing Knight

Unit: *Deathwing Knight*

Knight Master

Selections: Great Weapon of the Unforgiven

Rules: *Devastating Wounds, Sustained Hits*

Melee Weapons: *Flail of the Unforgiven*, **Unit:** *Knight Master*

Abilities	Description	Ref
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.	
Inner Circle	Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack.	
Invulnerable Save	4+	
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" horizontally of that token and not within 9" horizontally of any enemy models. That token is then removed.	
Watcher in the Dark	Once per battle, in any phase, this unit can summon a Watcher in the Dark. When it does, until the end of the phase, models in this unit have the Feel No Pain 4+ ability against mortal wounds.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Flail of the Unforgiven	Melee	5	2+	6	-2	2	Devastating Wounds, Sustained Hits	1
New Profile	Melee	5	2+	6	-2	1		

Unit	M	T	SV	W	LD	OC	Ref
Deathwing Knight	5"	5	2+	4	6+	1	
Knight Master	5"	5	2+	4	6+	1	

Deathwing Terminator Squad [190pts]

Selections: Watcher in the Dark

Categories: INFANTRY, IMPERIUM, DEATHWING TERMINATOR SQUAD, FACTION: DARK ANGELS, FACTION: ADEPTUS ASTARTES, TERMINATOR, DEATHWING

Rules: *Deep Strike, Oath of Moment*

Abilities: *Attached Unit, Deathwing, Invulnerable Save, Teleport Homer, Watcher in the Dark*

Deathwing Sergeant

Selections: Power Weapon, Storm Bolter

Melee Weapons: *Power Weapon*, **Ranged Weapons:** *Storm Bolter*, **Unit:** *Deathwing Sergeant*

3x Deathwing Terminator

Selections: 3x Power Fist, 3x Storm Bolter

Melee Weapons: *Power Fist*, **Ranged Weapons:** *Storm Bolter*, **Unit:** *Deathwing Terminator*

Deathwing Terminator w/ Heavy Weapon

Selections: Power Fist, Storm Bolter

Melee Weapons: *Power Fist*, **Ranged Weapons:** *Storm Bolter*, **Unit:** *Deathwing Terminator*

Abilities	Description	Ref
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.	
Deathwing	Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or to the Hit roll. In addition, each time a model in this unit makes an attack that targets your Oath of Moment target (see Codex: Space Marines), add 1 to the Hit roll.	
Invulnerable Save	Models in this unit have a 4+ invulnerable save.	Index - Dark Angels p31
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" horizontally of that token and not within 9" horizontally of any enemy models. That token is then removed.	
Watcher in the Dark	Once per battle, in any phase, this unit can summon a Watcher in the Dark. When it does, until the end of the phase, models in this unit have the Feel No Pain 4+ ability against mortal wounds.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Power Fist	Melee	3	3+	8	-2	2		
Power Weapon	Melee	4	3+	5	-2	1		

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Storm Bolter	24"	2	3+	4	0	1	Rapid Fire 2	

Unit	M	T	SV	W	LD	OC	Ref
Deathwing Sergeant	5"	5	2+	3	6+	1	
Deathwing Terminator	5"	5	2+	3	6+	1	

Hellblaster Squad [250pts]

Categories: INFANTRY, GRENADES, IMPERIUM, FACTION: ADEPTUS ASTARTES, HELLBLASTER SQUAD, TACTICUS

Rules: *Oath of Moment*

Abilities: *For the Chapter!*, **Unit:** *Hellblaster Squad*

9x Hellblaster

Selections: 9x Bolt Pistol, 9x Close Combat Weapon, 9x Plasma Incinerator

Rules: *Assault, Hazardous, Heavy, Pistol*

Melee Weapons: *Close Combat Weapon*, **Ranged Weapons:** *Bolt Pistol*, ➤ *Plasma Incinerator - Standard*, ➤ *Plasma Incinerator - Supercharge*

Hellblaster Sergeant

Selections: Close Combat Weapon, Plasma Incinerator, Plasma Pistol

Rules: *Assault, Hazardous, Heavy, Pistol*

Melee Weapons: *Close Combat Weapon*, **Ranged Weapons:** ➤ *Plasma Incinerator - Standard*, ➤ *Plasma Incinerator - Supercharge*, ➤ *Plasma Pistol - Standard*, ➤ *Plasma Pistol - Supercharge*

Abilities	Description	Ref
For the Chapter!	Each time a model in this unit is destroyed, roll one D6: on a 3+, do not remove it from play. The destroyed model can shoot after the attacking model's unit has finished making its attacks, and is then removed from play. When resolving these attacks, any Hazardous tests taken for that attack are automatically passed.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Close Combat Weapon	Melee	3	3+	4	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Bolt Pistol	12"	1	3+	4	0	1	Pistol	
➤ Plasma Incinerator - Standard	24"	2	3+	7	-2	1	Assault, Heavy	
➤ Plasma Incinerator - Supercharge	24"	2	3+	8	-3	2	Assault, Heavy, Hazardous	
➤ Plasma Pistol - Standard	12"	1	3+	7	-2	1	Pistol	
➤ Plasma Pistol - Supercharge	12"	1	3+	8	-3	2	Hazardous, Pistol	

Unit	M	T	SV	W	LD	OC	Ref
Hellblaster Squad	6"	4	3+	2	6+	1	

Infiltrator Squad [100pts]

Selections: Helix Gauntlet, Infiltrator Comms Array

Categories: INFANTRY, GRENADES, IMPERIUM, SMOKE, PHOBOS, FACTION: ADEPTUS ASTARTES, INFILTRATOR SQUAD

Rules: *Feel No Pain, Infiltrators, Oath of Moment*

Abilities: *Helix Gauntlet, Infiltrator Comms Array, Omni-scramblers*, **Unit:** *Infiltrator Squad*

Infiltrator Sergeant

Selections: Bolt Pistol, Close Combat Weapon, Marksman Bolt Carbine

Rules: *Pistol*

Melee Weapons: *Close Combat Weapon*, **Ranged Weapons:** *Bolt Pistol, Marksman Bolt Carbine*

4x Infiltrators

Selections: 4x Bolt Pistol, 4x Close Combat Weapon, 4x Marksman Bolt Carbine

Rules: *Pistol*

Melee Weapons: *Close Combat Weapon*, **Ranged Weapons:** *Bolt Pistol, Marksman Bolt Carbine*

Abilities	Description	Ref
Helix Gauntlet	Models in the bearer's unit have the Feel No Pain 6+ ability.	
Infiltrator Comms Array	Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP	
Omni-scramblers	Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this unit.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Close Combat Weapon	Melee	3	3+	4	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Bolt Pistol	12"	1	3+	4	0	1	Pistol	
Marksman Bolt Carbine	24"	2	3+	4	0	1	Heavy	

Unit	M	T	SV	W	LD	OC	Ref
Infiltrator Squad	6"	4	3+	2	6+	1	

Sternguard Veteran Squad [90pts]

Categories: INFANTRY, GRENADES, IMPERIUM, TACTICUS, STERNGUARD VETERAN SQUAD, DEATHWING

Rules: *Oath of Moment*

Abilities: *Sternguard Focus*, **Unit:** *Sternguard Veteran Squad*

Sternguard Veteran Sergeant

Selections: Close Combat Weapon, Sternguard Bolt Pistol, Sternguard Bolt Rifle

Rules: *Assault, Devastating Wounds, Heavy, Pistol, Rapid Fire*

Melee Weapons: *Close Combat Weapon*, **Ranged Weapons:** *Sternguard Bolt Pistol, Sternguard Bolt Rifle*

4x Sternguard Veteran w/Bolt Rifle

Selections: 4x Close Combat Weapon, 4x Sternguard Bolt Pistol, 4x Sternguard Bolt Rifle

Rules: *Assault, Devastating Wounds, Heavy, Pistol, Rapid Fire*

Melee Weapons: *Close Combat Weapon*, **Ranged Weapons:** *Sternguard Bolt Pistol, Sternguard Bolt Rifle*

Abilities	Description	Ref
Sternguard Focus	Each time a model in this unit makes an attack that targets your Oath of Moment Target, re-roll a Wound roll of 1	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Close Combat Weapon	Melee	4	3+	4	0	1		

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Sternguard Bolt Pistol	12"	1	3+	4	0	1	Devastating Wounds, Pistol	
Sternguard Bolt Rifle	24"	2	3+	4	-1	1	Assault, Devastating Wounds, Heavy, Rapid Fire 1	

Unit	M	T	SV	W	LD	OC	Ref
Sternguard Veteran Squad	6"	4	3+	2	6+	1	

Vehicle [400pts]

Ballistus Dreadnought [140pts]

Selections: Armoured Feet, Ballistus Lascannon, Ballistus Missile Launcher, Twin Storm Bolter

Categories: VEHICLE, WALKER, IMPERIUM, BALLISTUS DREADNOUGHT, FACTION: ADEPTUS ASTARTES, DEATHWING

Rules: *Blast, Deadly Demise D3, Oath of Moment, Rapid Fire, Twin-linked*

Abilities: *Ballistus Strike, Damaged: 1-4 Wounds Remaining*, **Melee Weapons:** *Armoured Feet*, **Ranged Weapons:** *Ballistus Lascannon, Twin Storm Bolter*, ► *Ballistus Missile Launcher - Frag*, ► *Ballistus Missile Launcher - Krak*, **Unit:** *Ballistus Dreadnought*

Abilities	Description	Ref
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.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Armoured Feet	Melee	5	3+	7	0	1		

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Ballistus Lascannon	48"	2	3+	12	-3	D6+1		
Twin Storm Bolter	24"	2	3+	4	0	1	Rapid Fire 2, Twin-linked	
► Ballistus Missile Launcher - Frag	48"	2D6	3+	5	0	1	Blast	
► Ballistus Missile Launcher - Krak	48"	2	3	10	-2	D6		

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

Land Raider Redeemer [260pts]

Selections: Armoured Tracks, 2x Flamestorm Cannon, Hunter Killer Missile, Multi-melta, Storm Bolter, Twin Assault Cannon

Categories: VEHICLE, GRENADES, IMPERIUM, SMOKE, LAND RAIDER REDEEMER, FACTION: ADEPTUS ASTARTES, TRANSPORT, DEATHWING

Rules: *Deadly Demise D6, Devastating Wounds, Ignores Cover, Melta, Oath of Moment, One Shot, Rapid Fire, Torrent, Twin-linked*

Abilities: *Assault Ramp, Damaged: 1-5 Wounds Remaining, Transport*, **Melee Weapons:** *Armoured Hull*, **Ranged Weapons:** *Flamestorm Cannon, Hunter Killer Missile, Multi-melta, Storm Bolter, Twin Assault Cannon*, **Unit:** *Land Raider Redeemer*

Abilities	Description	Ref
Assault Ramp	Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.	
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	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.	

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

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Flamestorm Cannon	12"	D6+3	N/A	6	-2	2	Ignores Cover, Torrent	
Hunter Killer Missile	48"	1	2+	14	-3	D6	One Shot	
Multi-melta	18"	2	3+	9	-4	D6	Melta 2	
Storm Bolter	24"	2	3+	4	0	1	Rapid Fire 2	
Twin Assault Cannon	24"	6	3+	6	0	1	Devastating wounds, Twin-linked	

Unit	M	T	SV	W	LD	OC	Ref
Land Raider Redeemer	12"	12	2+	16	6+	5	

Force 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. ()

Selection Rules

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. (10th Edition Core Rules p28)

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. (10th Edition Core Rules p25)

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). (10th Edition Core Rules p26)

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"). (10th Edition Core Rules p23)

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"). (10th Edition Core Rules p23)

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. (10th Edition Core Rules p39)

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 (10th Edition Core Rules p28)

Feel No Pain: 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. (10th Edition Core Rules p23)

Hazardous: Weapons with [HAZARDOUS] in their profile are known as Hazardous weapons. Each time a unit is selected to shoot or fight, if one or more models attack with Hazardous weapons, then after that unit has resolved all of its attacks, you must take one Hazardous test for each Hazardous weapon that was just used by rolling one D6. For each roll of 1, that test is failed and one model in that unit equipped with a Hazardous

weapon is destroyed (selected by the controlling player), unless that model is a Character, Monster or Vehicle, in which case it suffers 3 mortal wounds instead. Note that if you selected a Character model in an Attached unit, the mortal wounds suffered must be allocated to that model first, even if there is another model in that unit that has lost one or more wounds or has had attacks allocated to it this phase. (10th Edition Core Rules p28)

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. (10th Edition Core Rules p26)

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. (10th Edition Core Rules p25)

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. (10th Edition Core Rules p39)

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. (10th Edition Core Rules p39)

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'. (10th Edition Core Rules p26)

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. ()

One Shot: The bearer can only shoot with this weapon once per battle. ()

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. (10th Edition Core Rules p25)

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'. (10th Edition Core Rules p25)

Scouts 6": Some units have 'Scouts x' listed in their abilities. If every model in a unit has this ability, then at the start of the first battle round, before the first turn begins, it can make a Normal move of up to x" as if it were your Movement phase – as can any DEDICATED TRANSPORT model such a unit starts the battle embarked within (provided only models with this ability are embarked within that DEDICATED TRANSPORT model). A unit that moves using this ability must end that move more than 9" horizontally away from all enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first. (10th Edition Core Rules p39)

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' (10th Edition Core Rules p28)

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. (10th Edition Core Rules p25)

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. (10th Edition Core Rules p25)

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