

## Campeonato (Warhammer 40,000 7th Edition v2019) (1500pts)

### Assassinorum Operative (Officio Assassinorum (2016) v2002) (150pts)

#### Elites (150pts)

##### Vindicare Assassin (150pts)

*Blind, Deadshot, Exitus Ammo, Fearless, Independent Operative, Infiltrate, Lightning Reflexes, Move Through Cover, No Escape, Precision Shots, Sniper, Stealth*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Vindicare Assassin	Infantry (Character)	8	8	4	4	3	7	4	10	4++

Name	Description
Spy Mask	All successful To Hit rolls made by a Vindicare Assassin, excluding Snap Shots, have the Ignores Cover special rule.

Name	Range	Strength	AP	Type
Close Combat Weapon	-	User	-	Melee
Defensive Grenade	8"	1	-	Assault 1, Blast, Blind
Exitus Pistol	12"	X	2	Pistol, Sniper, Exitus Ammo
Exitus Rifle	72"	X	2	Heavy 1, Sniper, Exitus Ammo

### Combined Arms Detachment (Deathwatch: Codex (2016) v2022) (1350pts)

*Ideal Mission Commander, Objective Secured (Troops)*

#### HQ (105pts)

##### Librarian (105pts)

Mastery Level 2 (25pts), The Tome of Ectoclades (10pts)

*And They Shall Know No Fear, Independent Character, Mission Tactics*

##### Power Armour

Boltgun, Force Stave

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Librarian	Infantry (Character)	5	4	4	4	2	4	2	10	3+

Name	Description
Psychic Hood	Each Time a unit (or model) is targeted by an enemy psychic power and is within 12" of a friendly model with a psychic hood, the wearer may attempt to deny the witch as if he were in the unit. If the Deny The Witch attempt is failed, the psychic power is resolved as normal, but effects only the initial target, not the wearer of the hood. If a model with a psychic hood is embarked in a vehicle or building, he can only use the hood to nullify powers targeting the vehicle or building he is embarked within.
The Tomb of Ectoclades	At the start of each of your turns, you can pick one of the Mission Tactics listed on pg 103. Until the start of your next turn, his tactic applies to the model carrying the Tome of Ectoclades, and all other models in its unit that have the Deathwatch Faction. This is in addition to the benefits of any other Mission Tactic that may currently be active and affecting your Deathwatch forces.

Name	Range	Strength	AP	Type
Boltgun	24	4	5	Rapid Fire
Force Stave	-	+2	4	Melee, Concussive, Force

<b>Frag Grenades</b>	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through difficult terrain
<b>Krak Grenades</b>	8" (thrown) / - (Melee)	6	4	Assault 1 (Thrown) / Only on Vehicles, gun emplacements or Monstrous Creatures (Melee)
<b>Special Issue Ammo - Dragonfire Bolt (Boltgun)</b>	24"	4	5	Rapid Fire, Ignores Cover
<b>Special Issue Ammo - Hellfire Round (Boltgun)</b>	24"	1	5	Rapid Fire, Poisoned (2+)
<b>Special Issue Ammo - Kraken Bolt (Boltgun)</b>	30"	4	4	Rapid Fire
<b>Special Issue Ammo - Vengeance Round (Boltgun)</b>	18"	4	3	Rapid Fire, Gets Hot

## Elites (195pts)

### Terminators (65pts)

#### Terminator (65pts)

Cyclone Missile Launcher (25pts), Power Fist, Storm Bolter

*Fearless, Mission Tactics*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
<b>Terminator</b>	Infantry	4	4	4	4	1	4	2	9	2+

Name	Description
<b>Terminator Armour</b>	2+/5++, have the Bulky, Deep Strike, Relentless special rules, and may not make sweeping advances.

Name	Range	Strength	AP	Type
<b>Cyclone Missile Launcher (Frag)</b>	48"	4	6	Heavy 2, Blast
<b>Cyclone Missile Launcher (Krak)</b>	48"	8	3	Heavy 2
<b>Power Fist</b>	-	x2	2	Melee, Specialist Weapon, Unwieldy
<b>Storm Bolter</b>	24"	4	5	Assault 2

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Cyclone Missile Launcher (Krak)	48"	8	3	Heavy 2
Power Fist	-	x2	2	Melee, Specialist Weapon, Unwieldy
Storm Bolter	24"	4	5	Assault 2

## Troops (825pts)

### Veterans (255pts)

#### Drop Pod (35pts)

Storm Bolter

*Drop Pod Assault, Immobile, Inertial Guidance System, Transport Capacity 10 or 1 Dreadnought*

#### Veteran Squad (220pts)

*And They Shall Know No Fear, Combat Squads, Mission Tactics*

#### Veteran (22pts)

Boltgun, Deathwatch Shotgun

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Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Veteran	Infantry	4	4	4	4	1	4	2	9	3+

Name	BS	Front	Side	Rear	HP	Type
Drop Pod	4	12	12	12	3	Vehicle (Open-topped, Transport)

Name	Range	Strength	AP	Type
Boltgun	24	4	5	Rapid Fire
Deathwatch Shotgun - Cryptclearer Round	16"	4	-	Assault 2, Shred
Deathwatch Shotgun - Wyrmsbreath Shell	Template	3	6	Assault 1
Deathwatch Shotgun - Xenopurge Slug	16"	4	4	Assault 2
Frag Grenades	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through difficult terrain
Krak Grenades	8" (thrown) / - (Melee)	6	4	Assault 1 (Thrown) / Only on Vehicles, gun emplacements or Monstrous Creatures (Melee)
Special Issue Ammo - Dragonfire Bolt (Boltgun)	24	4	5	Rapid Fire, Ignores Cover
Special Issue Ammo - Hellfire Round (Boltgun)	24"	1	5	Rapid Fire, Poisoned (2+)
Special Issue Ammo - Kraken Bolt (Boltgun)	30"	4	4	Rapid Fire
Special Issue Ammo - Vengeance Round (Boltgun)	18"	4	3	Rapid Fire, Gets Hot
Storm Bolter	24"	4	5	Assault 2

## Veterans (250pts)

### Drop Pod (35pts)

Storm Bolter

*Drop Pod Assault, Immobile, Inertial Guidance System, Transport Capacity 10 or 1 Dreadnought*

### Veteran Squad (215pts)

*And They Shall Know No Fear, Combat Squads, Mission Tactics*

#### Veteran with Heavy Weapon (47pts)

Boltgun, Deathwatch Frag Cannon (25pts)

*And They Shall Know No Fear, Mission Tactics*

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Boltgun, Deathwatch Frag Cannon (25pts)

*And They Shall Know No Fear, Mission Tactics*

#### Watch Sergeant (27pts)

Auspex (5pts), Boltgun, Deathwatch Shotgun

*And They Shall Know No Fear, Mission Tactics*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
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<b>Veteran With Heavy Weapon</b>	Infantry	4	4	4	4	1	4	2	9	3+
<b>Watch Sergeant</b>	Infantry (Character)	4	4	4	4	1	4	2	9	3+

Name	BS	Front	Side	Rear	HP	Type
<b>Drop Pod</b>	4	12	12	12	3	Vehicle (Open-topped, Transport)

Name	Description
<b>Auspex</b>	Forego shooting to make an enemy unit within 12" reduce it's cover save by 1, until the end of the phase. This does not count as choosing a target for his unit to shoot at.

Name	Range	Strength	AP	Type
<b>Boltgun</b>	24	4	5	Rapid Fire
<b>Deathwatch Frag Cannon</b>	Template / 24"	6 / 7	- / 3	Assault 2, Rending / Assault 2, Impact
<b>Deathwatch Shotgun - Cryptclearer Round</b>	16"	4	-	Assault 2, Shred
<b>Deathwatch Shotgun - Wyrmsbreath Shell</b>	Template	3	6	Assault 1
<b>Deathwatch Shotgun - Xenopurge Slug</b>	16"	4	4	Assault 2
<b>Frag Grenades</b>	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through difficult terrain
<b>Krak Grenades</b>	8" (thrown) / - (Melee)	6	4	Assault 1 (Thrown) / Only on Vehicles, gun emplacements or Monstrous Creatures (Melee)
<b>Special Issue Ammo - Dragonfire Bolt (Boltgun)</b>	24	4	5	Rapid Fire, Ignores Cover
<b>Special Issue Ammo - Hellfire Round (Boltgun)</b>	24"	1	5	Rapid Fire, Poisoned (2+)
<b>Special Issue Ammo - Kraken Bolt (Boltgun)</b>	30"	4	4	Rapid Fire
<b>Special Issue Ammo - Vengeance Round (Boltgun)</b>	18"	4	3	Rapid Fire, Gets Hot
<b>Storm Bolter</b>	24"	4	5	Assault 2

## Veterans (320pts)

### Corvus Blackstar (185pts)

Four Stormstrike Missiles, Infernum Halo Launcher (5pts), Twin Linked Assault Cannon

*Access Points: 2 front, 1 rear, Assault Vehicle, Fire Points: None, May carry Bikes and Jump Infantry, Transport Capacity 12*

### Veteran Squad (135pts)

*And They Shall Know No Fear, Combat Squads, Mission Tactics*

#### Veteran (27pts)

Boltgun, Stalker Pattern Boltgun (5pts)

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Name	BS	Front	Side	Rear	HP	Type	Combat Role	Pursuit	Agility
Corvus Blackstar	4	12	12	11	3	Vehicle (Flyer, Hover, Transport)	Attack Flyer	3	2

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Veteran	Infantry	4	4	4	4	1	4	2	9	3+

Name	Description
Ceramite Plating	Melta weapons do not roll an extra D6 penetration when shooting from half range or less.
Infernum Halo-Launcher	You can re-roll failed cover saves for a vehicle that is Jinking.

Name	Range	Strength	AP	Type
Assault Cannon	24"	6	4	Heavy 4, Rending
Blackstar Cluster Launcher (Frag)	-	4	6	Bomb 1, Large Blast
Blackstar Cluster Launcher (Infernus)	-	5	4	Bomb 1, Blast, Ignores Cover
Boltgun	24	4	5	Rapid Fire
Frag Grenades	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through difficult terrain
Krak Grenades	8" (thrown) / - (Melee)	6	4	Assault 1 (Thrown) / Only on Vehicles, gun emplacements or Monstrous Creatures (Melee)
Special Issue Ammo - Dragonfire Bolt (Boltgun)	24	4	5	Rapid Fire, Ignores Cover
Special Issue Ammo - Hellfire Round (Boltgun)	24"	1	5	Rapid Fire, Poisoned (2+)
Special Issue Ammo - Kraken Bolt (Boltgun)	30"	4	4	Rapid Fire
Special Issue Ammo - Vengeance Round (Boltgun)	18"	4	3	Rapid Fire, Gets Hot
Stalker Pattern Bolgun	30"	X	5	Heavy 2, Sniper
Stormstrike Missles	72"	8	2	Heavy 1, Concussive, One Use Only

## Fast Attack (225pts)

### Bikers (75pts)

#### Biker (40pts)

Melta Bombs (5pts), Power Weapon (5pts)

*And They Shall Know No Fear, Mission Tactics, Skilled Rider, Split Fire*

#### Biker (35pts)

Power Weapon (5pts)

*And They Shall Know No Fear, Mission Tactics, Skilled Rider, Split Fire*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Biker	Bike	4	4	4	5	1	4	2	9	3+

Name	Range	Strength	AP	Type
Boltgun	24	4	5	Rapid Fire
Frag Grenades	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through difficult terrain

<b>Krak Grenades</b>	8" (thrown) / - (Melee)	6	4	Assault 1 (Thrown) / Only on Vehicles, gun emplacements or Monstrous Creatures (Melee)
<b>Melta Bombs</b>	-	8	1	Armourbane, Unwieldy
<b>Special Issue Ammo - Dragonfire Bolt (Boltgun)</b>	24	4	5	Rapid Fire, Ignores Cover
<b>Special Issue Ammo - Hellfire Round (Boltgun)</b>	24"	1	5	Rapid Fire, Poisoned (2+)
<b>Special Issue Ammo - Kraken Bolt (Boltgun)</b>	30"	4	4	Rapid Fire
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### Biker (40pts)

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### Biker (35pts)

Power Weapon (5pts)

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Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
<b>Biker</b>	Bike	4	4	4	5	1	4	2	9	3+

Name	Range	Strength	AP	Type
<b>Boltgun</b>	24	4	5	Rapid Fire
<b>Frag Grenades</b>	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through difficult terrain
<b>Krak Grenades</b>	8" (thrown) / - (Melee)	6	4	Assault 1 (Thrown) / Only on Vehicles, gun emplacements or Monstrous Creatures (Melee)
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Melta Bombs (5pts), Power Weapon (5pts)

*And They Shall Know No Fear, Mission Tactics, Skilled Rider, Split Fire*

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Power Weapon (5pts)

*And They Shall Know No Fear, Mission Tactics, Skilled Rider, Split Fire*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
<b>Biker</b>	Bike	4	4	4	5	1	4	2	9	3+

Name	Range	Strength	AP	Type
<b>Boltgun</b>	24	4	5	Rapid Fire

<b>Frag Grenades</b>	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through difficult terrain
<b>Krak Grenades</b>	8" (thrown) / - (Melee)	6	4	Assault 1 (Thrown) / Only on Vehicles, gun emplacements or Monstrous Creatures (Melee)
<b>Melta Bombs</b>	-	8	1	Armourbane, Unwieldy
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## Force Rules

**Ideal Mission Commander:** If this Detachment is chosen as your Primary Detachment, you can choose to re-roll the result on the Warlord Trait table.

**Objective Secured (Troops):** A unit with this special rule controls objectives even if an enemy scoring unit is within range of the objective marker, unless the enemy unit also has this special rule.

## Selection Rules

**Access Points: 2 front, 1 rear**

**And They Shall Know No Fear:** A unit that contains at least one model with this special rule automatically passes Fear and Regroup tests. When it Regroups, the unit does not make the 3" Regroup move, but can instead move, shoot (or Run) and declare charges normally in that turn. Furthermore, if a unit containing one or more models with this special rule is caught by a Sweeping Advance, they are not destroyed, but remain locked in combat instead.

**Assault Vehicle:** Passengers disembarking from Access Points on a vehicle with this special rule can charge on the turn they do so (even in a turn that the vehicle was destroyed, or in the following turn) unless the vehicle arrived from Reserve that turn.

**Blind:** Any unit hit by one or more models or weapons with this special rule must take an Initiative test at the end of the current phase. If the test is passed, all is well – a shouted warning has caused the warriors to avert their gaze. If the Initiative test is failed, all models in the unit are reduced to Weapon Skill and Ballistic Skill 1 until the end of their next turn. Should the attacking unit hit themselves, we assume they are prepared and they automatically pass the test. Any model that does not have an Initiative characteristic (for example, non-Walker vehicles, buildings etc.) is unaffected by this special rule.

**Combat Squads:** A full strength, ten-man unit with this special rule can break down into two five-man units, called combat squads, considered to be two five-man squads of the same type. For example, a ten-man Tactical Squad can split into two five-man Tactical Squads using the Combat Squads special rule.

You must decide which units are splitting into combat squads, and which models go into each combat squad, immediately before determining your Warlord Traits. A unit split into combat squads therefore is now two separate units for all game purposes, including calculating the total number of units in the army and determining the number of units you can place in reserve. Then proceed with deployment as normal. In an exception to the normal rules, two combat squads split from the same unit can embark in the same transport vehicle, providing its Transport Capacity allows. Once you have decided whether or not to split a unit into combat squads, it must remain that way for the entire battle. It cannot split up or join back together later on in the battle, nor can you use a redeployment to split up a unit or join it back together.

Note that Bike Squads count as being at full strength when they have eight Space Marine Bikers and one Attack Bike. If split into combat squads, one combat squad will have five Bikers, the other will have three and the Attack Bike.

**Deadshot:** All successful To Hit rolls made by a Vindicare Assassin, excluding Snap Shots, have the Precision Shots special rule.

**Drop Pod Assault:** Drop Pods and units embarked upon them must be held in Deep Strike Reserve. At the beginning of your first turn, half of your Drop Pods (rounding up) automatically arrive from Reserve. The arrival of remaining Drop Pods is rolled for normally. Once a Drop Pod lands, all passengers must disembark and no models can embark for the rest of the game.

**Exitus Ammo:** Each time a Vindicare Assassin fires a weapon with this special rule, choose one of the three following types of ammunition and apply the chosen ammunition's rules to that shot:

- **Shield-breaker:** Invulnerable saves cannot be taken against Wounds, glancing hits, or penetrating hits from a shield-breaker round.
- **Turbo-penetrator:** Against vehicles, shots from a turbo-penetrator round count as Strength 10. Against all other targets, shots from a turbo-penetrator round inflict D3 Wounds, rather than just 1.
- **Hellfire:** Shots from a hellfire round always wound on a 2+

**Fearless:** Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear, Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons Are Useless rule. If a unit has Gone to Ground and then gains the Fearless special rule, all the effects of Go to Ground are immediately cancelled.

**Fire Points: None**

**Immobile:** A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilised result that cannot be repaired in any way. This does not cause it to lose a Hull Point.

**Independent Character:** Independent characters can join other units. They cannot, however, join units that contain vehicles or Monstrous



Creatures. They can join other Independent Characters, though, to form a powerful multi-character unit! Independent Characters pass Look Out, Sir rolls on a 2+. A unit that contains one or more Independent Characters does not need a double 1 to Regroup if reduced to below 25% of its starting numbers, but instead tests as if it had at least 25% remaining.

Full details in BRB. Rule too long to copy verbatim.

**Independent Operative:** A model with this special rule can never be joined by another character. If a model with this special rule is your army's Warlord, it never has a Warlord Trait.

**Inertial Guidance System:** If a Drop Pod scatters on top of impassable terrain or another model (friend or foe), reduce the scatter distance by the minimum required to avoid the obstacle. If the Drop Pod scatters off the edge of the board, it suffers a Deepstrike Mishap.

**Infiltrate:** Units that contain at least one model with this special rule are deployed last, after all other units (friend and foe) have been deployed. If both sides have Infiltrators, the players roll-off and the winner decides who goes first, then alternate deploying these units.

Infiltrators can be set up anywhere on the table that is more than 12" from any enemy unit, as long as no deployed enemy unit can draw line of sight to them. This includes in a building, as long as the building is more than 12" from any enemy unit. Alternatively, they can be set up anywhere on the table more than 18" from any enemy unit, even in plain sight.

If a unit with Infiltrate deploys inside a Dedicated Transport, they may Infiltrate along with their Transport.

A unit that deploys using these rules cannot charge in their first turn. Having Infiltrate also confers the Outflank special rule to units of Infiltrators that are kept as Reserves.

If a unit has both the Infiltrate and Scout special rule, that unit can deploy as per the Infiltrate special rule and then redeploy as per the Scout special rule.

**Lightning Reflexes:** A model with this special rule has a 4+ invulnerable save. In addition, they do not suffer the penalty to their Initiative for charging enemies through difficult terrain.

#### **May carry Bikes and Jump Infantry**

**Mission Tactics:** The Mission Tactics special rule represents the unique way in which the Deathwatch go to war. At the start of your first turn, pick one of the Mission Tactics. It will remain active for the entire battle unless you decide to change it as described below. As long as the Tactic is active, it affects all units in your army that have the Mission Tactics special rule.

Once during the battle, at the start of any turn after the first, you can choose to change the current Mission Tactic to another one.

**Move Through Cover:** A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain and is not slowed by charging through difficult terrain. In most circumstances, this will mean that, when moving, the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests.

**No Escape:** Enemy characters suffer a -2 penalty to their Look Out, Sir tests against any Wounds inflicted by a model with this special rule.

**Precision Shots:** If a model with this special rule rolls a 6 To Hit with a shooting weapon, that shot is a 'Precision Shot'.

Wounds from Precision Shots are allocated against a model (or models) of your choice in the target unit, as long as it is in range and line of sight of the firer, rather than following the normal rules for Wound allocation. A character that has a Precision Shot Wound allocated to it can still make a Look Out, Sir roll.

Note that Snap Shots and shots from weapons that scatter, or do not roll To Hit, can never be Precision Shots.

**Skilled Rider:** A unit that contains at least one model with this special rule automatically passes Dangerous Terrain tests, and receives +1 to its Jink cover saves (other cover saves are unaffected).

**Sniper:** If a weapon has the Sniper special rule, or is fired by a model with the Sniper special rule, and rolls a 6 To Hit, that shot is a 'Precision Shot'. Wounds from Precision Shots are allocated against a model (or models) of your choice in the target unit, as long as it is in range and line of sight of the firer, rather than following the normal rules for Wound allocation. A character that has a Precision Shot Wound allocated to it can still make a Look Out, Sir roll. Note that Snap Shots can never be Precision Shots.

If a weapon has the Sniper special rule, or is fired by a model with the Sniper special rule, its shooting attacks always wound on a To Wound roll of 4+, regardless of the victim's Toughness. In addition, any To Wound roll of a 6 is resolved at AP2.

Against vehicles, shooting attacks from weapons and models with the Sniper special rule count as Strength 4.

**Split Fire:** When a unit that contains at least one model with this special rule shoots, one model in the unit can shoot at a different target to the rest of his unit. Once this shooting attack has been resolved, resolve the shooting attacks made by the rest of the unit. These must be at a different target, which cannot be a unit forced to disembark as a result of the Split Firing unit's initial shooting attack.

**Stealth:** A unit that contains at least one model with this special rule counts its cover saves as being 1 point better than normal. Note that this means that a model with the Stealth special rule always has a cover save of at least 6+, even if it is in the open. This rule is often presented as Stealth (X) where X indicates a specific type of terrain, such as Stealth (Woods) or Stealth (Ruins). If this is the case, the unit only gains the benefit whilst it is in terrain of the specified type. Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

#### **Transport Capacity 10 or 1 Dreadnought**

#### **Transport Capacity 12**

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