

## Torneig Nadal (Warhammer 40,000 9th Edition) [73 PL, 12CP, 1,500pts]

### Battalion Detachment 0CP (Imperium - Adeptus Astartes - Black Templars) [73 PL, 12CP, 1,500pts]

Rules: *Angels of Death, Bolter Discipline, Righteous Zeal, Shock Assault*

#### Configuration [12CP]

##### Battle Size [12CP]

**Selections:** 3. Strike Force (101-200 Total PL / 1001-2000 Points) [12CP]

**Categories:** CONFIGURATION

##### Detachment CP

**Categories:** CONFIGURATION

#### HQ [15 PL, 300pts]

##### Primaris Captain [5 PL, 105pts]

**Selections:** Frag & Krak grenades, Paragon of Fury, Warlord

**Categories:** ADEPTUS ASTARTES, CAPTAIN, CHARACTER, IMPERIUM, INFANTRY, PRIMARIS, HQ, WARLORD

**Rules:** *Angels of Death*

**Abilities:** *Iron Halo, Paragon of Fury, Rites of Battle*, **Unit:** *Primaris Captain*, **Weapon:** *Frag grenades, Krak grenades*

##### Heavy bolt pistol, Master-crafted power sword and Relic shield [15pts]

**Selections:** Heavy Bolt Pistol, Master-crafted Power Sword [5pts], Relic Shield [10pts]

**Abilities:** *Relic Shield*, **Weapon:** *Heavy Bolt Pistol, Master-crafted Power Sword*

Abilities	Description	Ref
<b>Iron Halo</b>	This model has a 4+ invulnerable save.	
<b>Paragon of Fury</b>	After this Warlord finishes a charge move, for each enemy unit within 1" of this warlord roll one D6; on a 2+ that unit suffers 1 mortal wound.	
<b>Relic Shield</b>	Each time the bearer suffers a mortal wound, roll a D6; on a 4+, that mortal wound is ignored. Add 1 to armour saving throws made for the bearer.	
<b>Rites of Battle</b>	While a friendly <CHAPTER> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Primaris Captain</b>	6"	2+	2+	4	4	6	5	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Frag grenades</b>	6"	Grenade	D6	3	0	1	Blast.
<b>Heavy Bolt Pistol</b>	18"	Pistol	1	4	-1	1	-
<b>Krak grenades</b>	6"	Grenade	1	6	-1	D3	-
<b>Master-crafted Power Sword</b>	Melee	Melee		+1	-3	2	-

## Primaris Chaplain [6 PL, 110pts]

**Selections:** 4. Mantra of Strength, 6. Canticle of Hate (Aura), Absolver Bolt Pistol, Chapter Command: Master of Sanctity [1 PL, 25pts], Crozius arcanum, Frag & Krak grenades, Litany of Hate, The Crusader's Helm

**Categories:** ADEPTUS ASTARTES, CHARACTER, CHAPLAIN, IMPERIUM, INFANTRY, PRIMARIS, PRIEST, HQ, MASTER OF SANCTITY

**Rules:** *Angels of Death*

**Abilities:** 4. *Mantra of Strength*, 6. *Canticle of Hate (Aura)*, *Litany of Hate*, *Master of Sanctity*, *Rosarius*, *Spiritual Leaders*, *The Crusader's Helm*, **Unit:** *Primaris Chaplain*, **Weapon:** *Absolver Bolt Pistol*, *Crozius arcanum*, *Frag grenades*, *Krak grenades*

Abilities	Description	Ref
<b>4. Mantra of Strength</b>	If this litany is inspiring: - Add 1 to this PRIEST'S Attacks and Strength characteristics. - Add 1 to the Damage characteristic of melee weapons this PRIEST is equipped with.	
<b>6. Canticle of Hate (Aura)</b>	If this litany is inspiring, then while a friendly CORE or CHARACTER unit within 6" of this PRIEST: - Add 2 to charge rolls made for that unit. This is not cumulative with any other rule that adds to a unit's charge roll. - Each time a model in that unit makes a pile-in or consolidation move, it can move up to an additional 3". This is not cumulative with any other rule that increases the distance models can pile in or consolidate.	
<b>Litany of Hate</b>	If this litany is inspiring, then while a friendly Core or Character unit is within 6" of this Priest, each time a model in that unit makes a melee attack, you can re-roll the hit roll	
<b>Master of Sanctity</b>	This model knows one additional Litany from Litanies of Battle . In your Command phase, if this model is on the battlefield, it can recite on additional litany it knows that has not already been recited by a friendly model that turn.	
<b>Rosarius</b>	This model has a 4+ invulnerable save.	
<b>Spiritual Leaders</b>	While a friendly <CHAPTER> CORE unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own	
<b>The Crusader's Helm</b>	<ul style="list-style-type: none"> <li>• Add 3" to the range of the bearer's aura abilities (to a maximum of 12").</li> <li>• At the start of your Movement phase, select one friendly BLACK TEMPLARS unit that has a Combat Doctrines ability (see Codex: Space Marines) and is within 6" of the bearer. Until the start of your next Movement phase, the Assault Doctrine becomes active for that unit, instead of the currently active combat doctrine.</li> </ul>	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Primaris Chaplain</b>	6"	2+	3+	4	4	5	4	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Absolver Bolt Pistol</b>	18"	Pistol	1	5	-1	2	-
<b>Crozius arcanum</b>	Melee	Melee		+2	-1	2	-
<b>Frag grenades</b>	6"	Grenade	D6	3	0	1	Blast.
<b>Krak grenades</b>	6"	Grenade	1	6	-1	D3	-

### The Emperor's Champion [4 PL, 85pts]

**Selections:** Black Sword, Bolt pistol, Frag & Krak grenades

**Categories:** BLACK TEMPLARS, CHARACTER, EMPEROR'S CHAMPION, HQ, INFANTRY, ADEPTUS ASTARTES, IMPERIUM

**Rules:** *Angels of Death*

**Abilities:** *Armour of Faith, Oathkeeper, Sigismund's Honour, Skilful Parry, Slayer of Champions*, **Unit:** *Emperor's Champion*, **Weapon:** *Black Sword, Bolt pistol, Frag grenades, Krak grenades*

Abilities	Description	Ref
<b>Armour of Faith</b>	This model has a 4+ invulnerable save.	
<b>Oathkeeper</b>	This Warlord can perform a Heroic Intervention if there are any enemy units within 6" of them instead of 3", and when doing so can move up to 6" instead of 3".	
<b>Sigismund's Honour</b>	While this model is within Engagement Range of any enemy CHARACTER models, add 1 to this model's Strength and Attacks characteristics.	
<b>Skilful Parry</b>	Each time a melee attack is made against this model, subtract 1 from the hit roll	
<b>Slayer of Champions</b>	At the start of the Fight phase, if this model is within Engagement Range of any enemy CHARACTER units, it can fight first that phase. Each time this model makes a melee attack against an enemy CHARACTER unit, you can re-roll the hit roll.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Emperor's Champion</b>	6"	2+	3+	4	4	4	5	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Black Sword</b>	Melee	Melee	+3	-3	2	Each time an attack made with this weapon against a CHARACTER or MONSTER unit, you can re-roll the wound roll.	
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	

### Troops [17 PL, 355pts]

### Assault Intercessor Squad [5 PL, 95pts]

**Categories:** IMPERIUM, ADEPTUS ASTARTES, PRIMARIS, INFANTRY, ASSAULT INTERCESSOR SQUAD, CORE, INTERCESSORS, TROOPS

**Rules:** *Angels of Death*

**Abilities:** *Combat Squads*

### 4x Assault Intercessor [76pts]

**Selections:** 4x Astartes Chainsword, 4x Frag & Krak grenades, 4x Heavy Bolt Pistol

**Unit:** *Assault Intercessor*, **Weapon:** *Astartes Chainsword, Frag grenades, Heavy Bolt Pistol, Krak grenades*

### Assault Intercessor Sgt [19pts]

**Selections:** Astartes Chainsword, Frag & Krak grenades, Heavy Bolt Pistol

**Unit:** *Assault Intercessor Sgt*, **Weapon:** *Astartes Chainsword, Frag grenades, Heavy Bolt Pistol, Krak grenades*

Abilities	Description	Ref
<b>Combat Squads</b>	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Assault Intercessor</b>	6"	3+	3+	4	4	2	2	7	3+	
<b>Assault Intercessor Sgt</b>	6"	3+	3+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Astartes Chainsword</b>	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Heavy Bolt Pistol</b>	18"	Pistol 1	4	-1	1	-	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	

## Infiltrator Squad [6 PL, 130pts]

**Categories:** SMOKESCREEN, ADEPTUS ASTARTES, PRIMARIS, INFANTRY, INFILTRATOR SQUAD, PHOBOS, IMPERIUM, CORE, TROOPS

**Rules:** *Angels of Death*

**Abilities:** *Combat Squads, Concealed Positions, Omni-scramblers*

### 3x Infiltrator [72pts]

**Selections:** 3x Bolt pistol, 3x Frag & Krak grenades, 3x Marksman bolt carbine

**Unit:** *Infiltrator*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Marksman bolt carbine*

### Infiltrator Helix Adept [34pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Marksman bolt carbine

**Abilities:** *Helix gauntlet*, **Unit:** *Infiltrator*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Marksman bolt carbine*

### Infiltrator Sergeant [24pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Marksman bolt carbine

**Unit:** *Infiltrator Sergeant*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Marksman bolt carbine*

Abilities	Description	Ref
<b>Combat Squads</b>	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.	
<b>Concealed Positions</b>	During Deployment when you set up this unit, if every model in this unit has this ability then it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models	
<b>Helix gauntlet</b>	Once per turn, the first time a saving throw is failed for the bearer's unit, the Damage characteristic of that attack is changed to 0	
<b>Omni-scramblers</b>	Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this unit.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Infiltrator</b>	6"	3+	3+	4	4	2	2	7	3+	
<b>Infiltrator Sergeant</b>	6"	3+	3+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	
<b>Marksman bolt carbine</b>	24"	Rapid Fire 1	4	0	1	Each unmodified hit roll of 6 made for this weapon's attacks automatically hits and results in a wound (do not make a wound roll for that attack).	

### Infiltrator Squad [6 PL, 130pts]

**Categories:** SMOKESCREEN, ADEPTUS ASTARTES, PRIMARIS, INFANTRY, INFILTRATOR SQUAD, PHOBOS, IMPERIUM, CORE, TROOPS

**Rules:** *Angels of Death*

**Abilities:** *Combat Squads, Concealed Positions, Omni-scramblers*

### 3x Infiltrator [72pts]

**Selections:** 3x Bolt pistol, 3x Frag & Krak grenades, 3x Marksman bolt carbine

**Unit:** *Infiltrator*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Marksman bolt carbine*

### Infiltrator Helix Adept [34pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Marksman bolt carbine

**Abilities:** *Helix gauntlet*, **Unit:** *Infiltrator*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Marksman bolt carbine*

### Infiltrator Sergeant [24pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Marksman bolt carbine

**Unit:** *Infiltrator Sergeant*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Marksman bolt carbine*

Abilities	Description	Ref
<b>Combat Squads</b>	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.	
<b>Concealed Positions</b>	During Deployment when you set up this unit, if every model in this unit has this ability then it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models	
<b>Helix gauntlet</b>	Once per turn, the first time a saving throw is failed for the bearer's unit, the Damage characteristic of that attack is changed to 0	
<b>Omni-scramblers</b>	Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this unit.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Infiltrator</b>	6"	3+	3+	4	4	2	2	7	3+	
<b>Infiltrator Sergeant</b>	6"	3+	3+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	
<b>Marksman bolt carbine</b>	24"	Rapid Fire 1	4	0	1	Each unmodified hit roll of 6 made for this weapon's attacks automatically hits and results in a wound (do not make a wound roll for that attack).	

### Elites [11 PL, 245pts]

**Aggressor Squad [6 PL, 135pts]****Selections:** 2x Aggressor [80pts], Aggressor Sergeant [40pts]**Categories:** ADEPTUS ASTARTES, AGGRESSOR SQUAD, IMPERIUM, INFANTRY, Mk X GRAVIS, PRIMARIS, CORE, ELITES**Rules:** *Angels of Death***Abilities:** *Combat Squads*, **Unit:** *Aggressor, Aggressor Sergeant***Auto Boltstorm Gauntlets/Fragstorm Grenade Launcher [15pts]****Selections:** 2x Auto Boltstorm Gauntlets, Fragstorm Grenade Launcher**Weapon:** *Auto Boltstorm Gauntlets (Melee), Auto Boltstorm Gauntlets (Shooting), Fragstorm Grenade Launcher*

Abilities	Description	Ref
<b>Combat Squads</b>	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Aggressor</b>	5"	3+	3+	4	5	3	3	7	3+	
<b>Aggressor Sergeant</b>	5"	3+	3+	4	5	3	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Auto Boltstorm Gauntlets (Melee)</b>	Melee	Melee	x2	-3	2	When attacking with this weapon, you must subtract 1 from the hit rolls.	
<b>Auto Boltstorm Gauntlets (Shooting)</b>	18"	Assault 3	4	0	1	-	
<b>Fragstorm Grenade Launcher</b>	18"	Assault D6	4	0	1	Blast	

### Bladeguard Veteran Squad [5 PL, 110pts]

**Categories:** IMPERIUM, ADEPTUS ASTARTES, INFANTRY, BLADEGUARD, PRIMARIS, BLADEGUARD VETERAN SQUAD, CORE, ELITES

**Rules:** *Angels of Death*

#### 2x Bladeguard Veteran [70pts]

**Selections:** 2x Frag & Krak grenades, 2x Heavy Bolt Pistol, 2x Master-crafted Power Sword, 2x Storm Shield

**Abilities:** *Storm shield*, **Unit:** *Bladeguard Veteran*, **Weapon:** *Frag grenades, Heavy Bolt Pistol, Krak grenades, Master-crafted Power Sword*

#### Bladeguard Veteran Sgt [40pts]

**Selections:** Frag & Krak grenades, Master-crafted Power Sword, Neo-volkite pistol [5pts], Storm Shield

**Abilities:** *Storm shield*, **Unit:** *Bladeguard Veteran Sgt*, **Weapon:** *Frag grenades, Krak grenades, Master-crafted Power Sword, Neo-volkite pistol*

Abilities	Description	Ref
<b>Storm shield</b>	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Bladeguard Veteran</b>	6"	3+	3+	4	4	3	3	8	3+	
<b>Bladeguard Veteran Sgt</b>	6"	3+	3+	4	4	3	4	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Heavy Bolt Pistol</b>	18"	Pistol 1	4	-1	1	-	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	
<b>Master-crafted Power Sword</b>	Melee	Melee	+1	-3	2	-	
<b>Neo-volkite pistol</b>	15"	Pistol 2	5	0	2	Each unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any other damage	

### Heavy Support [30 PL, 600pts]

#### Eliminator Squad [5 PL, 90pts]

**Selections:** Bolt sniper rifle

**Categories:** IMPERIUM, ADEPTUS ASTARTES, INFANTRY, PHOBOS, PRIMARIS, ELIMINATOR SQUAD, HEAVY SUPPORT

**Rules:** *Angels of Death*

**Abilities:** *Concealed Positions, Covering Fire*, **Weapon:** *Bolt sniper rifle, Bolt sniper rifle - Executioner round, Bolt sniper rifle - Hyperfrag round, Bolt sniper rifle - Mortis round*

#### Eliminator Sergeant [30pts]

**Selections:** Bolt pistol, Bolt sniper rifle, Camo cloak, Frag & Krak grenades

**Abilities:** *Camo cloak*, **Unit:** *Eliminator Sergeant*, **Weapon:** *Bolt pistol, Bolt sniper rifle, Bolt sniper rifle - Executioner round, Bolt sniper rifle - Hyperfrag round, Bolt sniper rifle - Mortis*

round, Frag grenades, Krak grenades

## 2x Eliminators [60pts]

**Selections:** 2x Bolt pistol, 2x Camo cloak, 2x Frag & Krak grenades

**Abilities:** Camo cloak, **Unit:** Eliminator, **Weapon:** Bolt pistol, Frag grenades, Krak grenades

Abilities	Description	Ref
<b>Camo cloak</b>	Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack	
<b>Concealed Positions</b>	During Deployment when you set up this unit, if every model in this unit has this ability then it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models	
<b>Covering Fire</b>	In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units and contains an Eliminator Sergeant equipped with an instigator bolt carbine, it can make a Normal Move as if it were your Movement phase.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Eliminator</b>	6"	3+	2+	4	4	2	2	7	3+	
<b>Eliminator Sergeant</b>	6"	3+	2+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Bolt sniper rifle</b>	-	-	-	-	-	This weapon can target a CHARACTER even if it is not the closest enemy unit. In addition, when attacking with this weapon, choose one of the profiles below.	
<b>Bolt sniper rifle - Executioner round</b>	36"	Heavy 1	5	-1	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. When resolving an attack made with this weapon, add 2 to the hit roll, and the target does not receive the benefit of cover to its saving throw.	
<b>Bolt sniper rifle - Hyperfrag round</b>	36"	Heavy D3	5	0	1	Blast.	
<b>Bolt sniper rifle - Mortis round</b>	36"	Heavy 1	5	-2	2	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	

### **Eradicator Squad [6 PL, 135pts]**

**Selections:** Heavy melta rifle [15pts]

**Categories:** PRIMARIS, Mk X GRAVIS, INFANTRY, IMPERIUM, ADEPTUS ASTARTES, ERADICATOR SQUAD, CORE, HEAVY SUPPORT

**Rules:** *Angels of Death*

**Abilities:** *Combat Squads, Total Obliteration, Weapon: Heavy melta rifle*

### **2x Eradicator [80pts]**

**Selections:** 2x Bolt pistol

**Unit:** *Eradicator, Weapon: Bolt pistol*

### **Eradicator Sgt [40pts]**

**Selections:** Bolt pistol

**Unit:** *Eradicator Sgt, Weapon: Bolt pistol*

Abilities	Description	Ref
<b>Combat Squads</b>	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.	
<b>Total Obliteration</b>	In your shooting phase, each time this unit is selected to shoot, if it has not Advanced this turn, it can unleash total obliteration, If it does, select one enemy unit; models in this unit can shoot twice this phase, but they can only make attacks that target that enemy unit (and only if that enemy unit is an eligible target for those attacks)	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Eradicator</b>	5"	3+	3+	4	5	3	2	7	3+	
<b>Eradicator Sgt</b>	5"	3+	3+	4	5	3	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Heavy melta rifle</b>	24"	Heavy 1	8	4	D6+2	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+4	

### **Repulsor Executioner [19 PL, 375pts]**

**Selections:** Auto Launchers, 2x Fragstorm Grenade Launcher, Heavy Laser Destroyer [10pts], Heavy Onslaught Gatling Cannon, Icarus Rocket Pod [5pts], Ironhail Heavy Stubber [5pts], 2x Storm bolter, Twin Heavy Bolter, Twin Icarus Ironhail Heavy Stubber

**Categories:** ADEPTUS ASTARTES, IMPERIUM, REPULSOR, VEHICLE, TRANSPORT, MACHINE SPIRIT, REPULSOR FIELD, HEAVY SUPPORT, SMOKESCREEN

**Rules:** *Angels of Death, Explodes (6"/D6)*

**Abilities:** *Aquilon Optics, Hover Tank, Transport: Transport, Unit: Repulsor Executioner, Weapon: Fragstorm Grenade Launcher, Heavy Laser Destroyer, Heavy Onslaught Gatling Cannon, Icarus Rocket Pod, Ironhail Heavy Stubber, Storm bolter, Twin Heavy Bolter, Twin Icarus Ironhail Heavy Stubber, Wound Track: Repulsor Executioner 1, Repulsor Executioner 2, Repulsor Executioner 3*

Abilities	Description	Ref
<b>Aquilon Optics</b>	Each time this model makes an attack with its heavy laser destroyer or macro plasma incinerator, add 1 to that attacks hit roll	
<b>Hover Tank</b>	Distances and ranges are always measured to and from this model's hull even though it has a base.	

Transport	Capacity	Ref
<b>Transport</b>	This model can transport 6 CHAPTER PRIMARIS INFANTRY models. Each MK X GRAVIS model takes up the space of 2 other models. It cannot transport JUMP PACK models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Repulsor Executioner</b>	*	6+	*	8	8	16	*	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Fragstorm Grenade Launcher</b>	18"	Assault D6	4	0	1	Blast	
<b>Heavy Laser Destroyer</b>	72"	Heavy 2	12	-4	D3+3		
<b>Heavy Onslaught Gatling Cannon</b>	30"	Heavy 12	6	-1	1	-	
<b>Icarus Rocket Pod</b>	24"	Heavy D3	7	-1	2	Blast. Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.	
<b>Ironhail Heavy Stubber</b>	36"	Heavy 4	4	-1	1	-	
<b>Storm bolter</b>	24"	Rapid Fire 2	4	0	1	-	
<b>Twin Heavy Bolter</b>	36"	Heavy 6	5	-1	1	-	
<b>Twin Icarus Ironhail Heavy Stubber</b>	36"	Heavy 6	4	-1	1	Add 1 to hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls made for this weapon against all other targets.	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
<b>Repulsor Executioner 1</b>	9-16+	10"	3+	6	
<b>Repulsor Executioner 2</b>	5-8	5"	4+	D6	
<b>Repulsor Executioner 3</b>	1-4	3"	5+	D3	

## Force Rules

**Angels of Death:** This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines. ()

**Bolter Discipline:** Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting

Rapid Fire bolt weapons make double the number of attacks if any of the following apply

- The shooting model's target is within half the weapon's range
- The shooting model is Infantry (excluding Centurion models) and it's unit Remained Stationary in your previous Movement Phase.
- The shooting model is a Terminator or Biker

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon (see page 195) with the Rapid Fire type. ()

**Righteous Zeal:** - You can re-roll Advance rolls and charge rolls made for units with this tactic.

- Each time a model with this tactic would lose a wound as a result of a mortal wound, roll one D6; on a 5+, that wound is not lost ()

**Shock Assault:** Each time this unit fights if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit. ()

## Selection Rules

**Angels of Death:** This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines. ()

**Explodes (6"/D6):** When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes and each unit within 6" suffers D6 mortal wounds. ()

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