

COMBAT PATROL PYROCLASM ASSAULT FORCE

ABILITIES

The datasheets required to use the Pyroclasm Assault Force can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Oath of Moment – that is referenced on each unit's datasheet and is described below.

OATH OF MOMENT

In battle, Space Marines swear mighty oaths to destroy the enemies of the Emperor and uphold the honour of their Chapter, and such vows are sacrosanct. When the Angels of Death strike, they do so with the precision of a surgeon and the force of a thunderbolt. Experience and strategic expertise help them to read the shifting shape of the battle with speed and clarity, directing their wrath towards one priority target after another. Command assets are annihilated, leaving the enemy reeling leaderless. Heavy armour, potent artillery and the vaunted elites of the foe's forces are laid waste with horrifying speed, until the Emperor's Angels of Death stand victorious over a field of smouldering wreckage and bolt-riddled corpses, and honour is finally satisfied.

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 re-roll the Hit roll.

ENHANCEMENTS

Your **ADRAX AGATONE** model is your **WARLORD** and has the Lord of the Pyroclasts Enhancement. You can replace this with Master of Flames.

DEFAULT ENHANCEMENT

LORD OF THE PYROCLASTS

The enemies of the Emperor quail before the burning fury of the Pyroclasts, the sheer force of their presence sowing terror amongst the enemy ranks.

While an enemy unit is within Engagement Range of this model, subtract 1 from the Objective Control characteristic of models in that unit.

OR

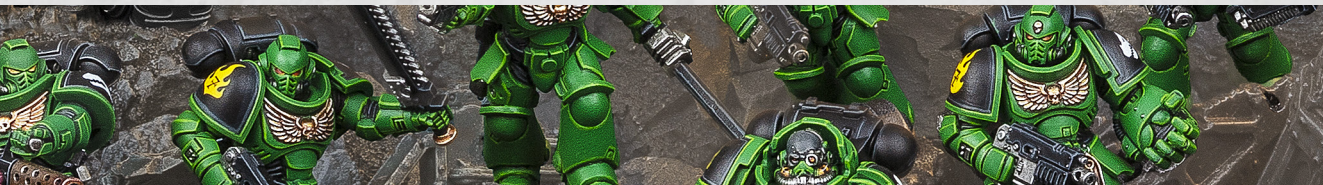
OPTIONAL ENHANCEMENT

MASTER OF FLAMES

There are no secrets of flame and fire unknown to this Salamander, and he uses them in battle like no other.

Torrent weapons equipped by models in the bearer's unit can re-roll the roll to determine the number of attacks made with that weapon.





SECONDARY OBJECTIVES

You will use the Promethean Creed secondary objective. You can replace this with Wrath of Nocturne.

DEFAULT SECONDARY OBJECTIVE

PROMETHEAN CREED

No objective worth obtaining is easily taken. Prove the superiority of Vulkan's sons by sundering your foes and wresting the spoils of battle from their grasp.

At the end of each player's turn, you score 5VP if you control one or more objective markers that your opponent controlled at the start of that turn.

OR

OPTIONAL SECONDARY OBJECTIVE

WRATH OF NOCTURNE

When they are roused to anger, the wrath of the Salamanders is terrifying to behold. Even the mightiest opponents and behemothic vehicles are not spared from their fury.

Each time an **ADEPTUS ASTARTES** unit from your army destroys an enemy **WARLORD**, **MONSTER** or **VEHICLE** model, you score 5VP. At the end of the battle, if all enemy **WARLORD**, **MONSTER** and **VEHICLE** models are destroyed, you score 5VP.

STRATAGEMS

You can use the following Stratagems:

WEATHER THE STORM

PYROCLASM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

The Salamanders possess indomitable resolve. They refuse to falter in the face of the enemy's attacks, determined to endure until victory is secured.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

CRUCIBLE OF BATTLE

PYROCLASM ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

The Salamanders seek out those areas of the battlefield where the fighting is fiercest and the enemy is within striking distance. There they will truly be tested.

WHEN: Your Movement phase, just after an **ADEPTUS ASTARTES** unit from your army has Advanced.

TARGET: That **ADEPTUS ASTARTES** unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot in a turn in which it Advanced.

STAND YOUR GROUND

PYROCLASM ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

Such is their famed endurance that the Salamanders are able to stand firm amidst storms of incoming fire.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have a 5+ invulnerable save.

ADRAX AGATONE

M	T	SV	W	LD	OC
6"	4	2+	5	6+	1
4+ INVULNERABLE SAVE					



Combat Patrol Datasheet

The Salamanders' 3rd Company Captain is a tightly focused force of destruction, striking hard and true in battle without tiring. Prodigiously strong, he wields his mighty thunder hammer expertly, striking down foes with every swing.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Drakkis [IGNORES COVER, PISTOL, TORRENT]	12"	D6+3	N/A	4	-1	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Malleus Noctum	Melee	5	2+	10	-2	3

LEADER

This model can be attached to the following units: **ASSAULT INTERCESSOR SQUAD, INFERNUS SQUAD**

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Unto the Anvil: Each time a model in this unit makes a melee attack, you can re-roll the Wound roll.

UNIT COMPOSITION

- 1 Adrax Agatone – EPIC HERO
- This model is equipped with: Drakkis; Malleus Noctum.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, CAPTAIN, ADRAX AGATONE



FACTION KEYWORDS:
ADEPTUS ASTARTES, SALAMANDERS

INFERNUS SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Combat Patrol Datasheet

Infernus Squads purge swathes of the enemy ranks with the incandescent firestorms they unleash from their pyreblasters. They are close-assault specialists, sending jets of burning promethium into enemy trench lines and bunkers, ensuring no foe escapes their fiery wrath.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Pyreblaster [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

PATROL SQUADS

At the start of the Declare Battle Formations step, before any units have been set up, this unit can be split into two units, each containing five models.

ABILITIES

FACTION: **Oath of Moment**

UNIT COMPOSITION

- 1 Infernus Sergeant
- 9 Infernus Marines

Every model is equipped with: bolt pistol; pyreblaster; close combat weapon.

KEYWORDS: INFANTRY, IMPERIUM, TACTICUS, INFERNUS SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

ASSAULT INTERCESSOR SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2



Combat Patrol Datasheet

Assault Intercessors are amongst the most widespread close support units in a Chapter's arsenal. Firing their heavy bolt pistols as they close upon the foe, they charge into the fray, where they make short work of their enemies with brutal swings of their chainswords.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Power fist	Melee	3	3+	8	-2	2

ABILITIES

FACTION: Oath of Moment

UNIT COMPOSITION

- 1 Assault Intercessor Sergeant
- 4 Assault Intercessors

The Assault Intercessor Sergeant is equipped with: heavy bolt pistol; power fist.

Every Assault Intercessor is equipped with: heavy bolt pistol; Astartes chainsword.

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, TACTICUS, ASSAULT INTERCESSOR SQUAD



FACTION KEYWORDS: ADEPTUS ASTARTES

ERADICATOR SQUAD

M	T	SV	W	LD	OC
5"	6	3+	3	6+	1



Combat Patrol Datasheet

Eradicators wear the heavier Gravis-pattern of Mk X power armour, allowing them to stride unharmed through waves of incoming fire before bringing their own destructive weaponry to bear at close range.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Melta rifle [HEAVY, MELTA 2]	18"	1	3+	9	-4	D6
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

FACTION: Oath of Moment

Total Obliteration: Each time a ranged attack made by a model in this unit targets a **MONSTER** or **VEHICLE** model, you can re-roll the Hit roll, you can re-roll the Wound roll and you can re-roll the Damage roll.

UNIT COMPOSITION

- 1 Eradicator Sergeant
- 2 Eradicators

The Eradicator Sergeant is equipped with: bolt pistol; melta rifle; close combat weapon.

One Eradicator is equipped with: bolt pistol; melta rifle; close combat weapon.

One Eradicator is equipped with: bolt pistol; multi-melta; close combat weapon.

KEYWORDS: INFANTRY, IMPERIUM, GRAVIS, ERADICATOR SQUAD



FACTION KEYWORDS: ADEPTUS ASTARTES

INVADER ATV

M	T	SV	W	LD	OC
12"	5	3+	8	6+	2



The Invader is a highly flexible all-terrain vehicle, perfectly adapted to an aggressive reconnaissance role. Outfitted with a multi-melta, it can rapidly deliver punishing fire against vulnerable parts of the enemy line.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Twin bolt rifle [TWIN-LINKED]	24"	2	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	4	0	1

ABILITIES

FACTION: Oath of Moment

UNIT COMPOSITION

■ 1 Invader ATV

Every model is equipped with: bolt pistol; twin bolt rifle; multi-melta; close combat weapon.

KEYWORDS: MOUNTED, IMPERIUM, INVADER ATV



FACTION KEYWORDS:
ADEPTUS ASTARTES

