

COMBAT PATROL MEDUSAN REDOUBT

ABILITIES

The datasheets required to use the Medusan Redoubt 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 **TECHMARINE** model is your **WARLORD** and has the Gorgon's Rage Enhancement. You can replace this with Machine Unity.

DEFAULT ENHANCEMENT

GORGON'S RAGE

When the smouldering rage of their gene-sire breaks its chains, the Iron Hands exchange logic for terrifying fury.

Melee weapons equipped by the bearer have a Weapon Skill characteristic of 2+ and the [SUSTAINED HITS 1] ability.

OR

OPTIONAL ENHANCEMENT

MACHINE UNITY

This Iron Hands champion advances machine-like into battle beside his battle-brothers. Together, he and his warriors are without mercy and wage war with cold logic and calculated fury.

In the Declare Battle Formations step, the bearer can be attached to a **HEAVY INTERCESSOR SQUAD**.





SECONDARY OBJECTIVES

You will use the Advance and Secure secondary objective.
You can replace this with Methodical Destruction.

DEFAULT SECONDARY OBJECTIVE

ADVANCE AND SECURE

Your objectives have been identified, and the foe standing before you is deemed to be weak. Converge on the target coordinates and purge all traces of the enemy from the battlefield with bolter and blade.

At the end of the battle, you score 10VP if you control more objectives in No Man's Land than your opponent.

OR

OPTIONAL SECONDARY OBJECTIVE

METHODICAL DESTRUCTION

Utilise optimised fire patterns to destroy your targets, and do not stop until victory is total.

Each time an **ADEPTUS ASTARTES** unit from your army destroys an enemy unit with a ranged attack, you score 2VP.

STRATAGEMS

You can use the following Stratagems:



METHODICAL FIREPOWER

MEDUSAN REDOUBT – STRATEGIC PLOY STRATAGEM

Moving with uncanny synchronicity and discipline, the Iron Hands draw back from the fight and utilised well-practised fire solutions to hammer their foes with close-range volleys.

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

TARGET: That **ADEPTUS ASTARTES** unit.

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



MERCY IS WEAKNESS

MEDUSAN REDOUBT – BATTLE TACTIC STRATAGEM

The calculating logic of the Iron Hands dictates that, once a foe has been marked for destruction, there can be no relenting until the target is annihilated.

WHEN: Start of your Shooting phase.

TARGET: One or more **ADEPTUS ASTARTES INFANTRY** units from your army.

EFFECT: Select one enemy unit. Until the end of the phase, ranged weapons equipped by models in those **ADEPTUS ASTARTES INFANTRY** units have the [SUSTAINED HITS 1] ability while targeting that enemy unit.



COGITATED FIRE DOCTRINES

MEDUSAN REDOUBT – BATTLE TACTIC STRATAGEM

Iron Hands armoured units use advanced augmetics to distribute targeting data and direct their fire before repositioning on pre-determined consolidation vectors in preparation for their next action.

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

TARGET: That **ADEPTUS ASTARTES** unit, if it is not within Engagement Range of one or more enemy units.

EFFECT: Your unit can make a Normal move of up to 3". If it does, until the end of the turn, your unit is not eligible to declare a charge.

TECHMARINE GORLOCH KATAAN

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



Combat Patrol Datasheet

Having traded much of his flesh for cold and unrelenting metal, Gorloch Kataan is revered by his battle-brothers for his exceptional affinity with machinery and his endless drive to punish the Chapter's enemies.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Forge bolter [DEVASTATING WOUNDS, PISTOL]	24"	3	2+	5	-1	2
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	2+	4	-1	2
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Omnissian power axe	Melee	4	3+	6	-2	2
Servo-arm [EXTRA ATTACKS]	Melee	1	3+	8	2	3

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Techmarine: While this model is within 3" of one or more friendly ADEPTUS ASTARTES VEHICLE units, this model has the LONE OPERATIVE ability.

Blessing of the Omnissiah: In your Command phase, you can select one friendly ADEPTUS ASTARTES VEHICLE model within 3" of this model. That model regains up to D3 lost wounds.

Vengeance of the Omnissiah: If a friendly ADEPTUS ASTARTES VEHICLE model is destroyed within 12" of this model, until the end of the battle, this model's Omnissian power axe has an Attacks characteristic of 7.

UNIT COMPOSITION

- 1 Techmarine Gorloch Kataan – EPIC HERO

This model is equipped with: forge bolter; grav-pistol; Omnissian power axe; servo-arm.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TACTICUS, TECHMARINE, GORLOCH KATAAN



FACTION KEYWORDS: ADEPTUS ASTARTES

HEAVY INTERCESSOR SQUAD

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



Combat Patrol Datasheet

Clad in thick Gravis armour, Heavy Intercessors secure ground and are immovable in the defence. Always ready for any sign of enemy counterattack, they stand firm, laying down volleys of heavy fire that keep all but the most determined or foolhardy enemies at bay.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Heavy bolt rifle [ASSAULT, HEAVY]	30"	2	3+	5	-1	1
Heavy bolter [ASSAULT, HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

FACTION: Oath of Moment

Unyielding in the Face of the Foe: While this unit is within range of an objective marker you control, each time an attack with a Damage characteristic of 1 is allocated to a model in this unit, add 1 to any armour saving throw made against that attack.

UNIT COMPOSITION

- 1 Heavy Intercessor Sergeant
- 4 Heavy Intercessors

The Heavy Intercessor Sergeant is equipped with: bolt pistol; heavy bolt rifle; close combat weapon.

Three Heavy Intercessors are equipped with: bolt pistol; heavy bolt rifle; close combat weapon.

One Heavy Intercessor is equipped with: bolt pistol; heavy bolter; close combat weapon.

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, GRAVIS, HEAVY INTERCESSOR SQUAD



FACTION KEYWORDS: ADEPTUS ASTARTES

FIRESTRIKE SERVO-TURRET

M	T	SV	W	LD	DC
3"	6	2+	6	6+	2

Combat Patrol Datasheet

Primarily a defensive weapon, the Firestrike Servo-turret lays down withering volleys of fire to secure flanks or operational bases. Mounted on gravitic ventral plates, they can hover across the battlefield to ideal firing positions from which to slaughter attacking enemies.

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin Firestrike las-talon [TWIN-LINKED]	36"	2	2+	10	-3	D6+1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

FACTION: Oath of Moment

Sentinel Protocols: Each time you target this unit with the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 4+ when resolving that Stratagem.

UNIT COMPOSITION

■ 1 Firestrike Servo-turret

This model is equipped with: twin Firestrike las-talon; close combat weapon.

KEYWORDS: ARTILLERY, VEHICLE, IMPERIUM, FIRESTRIKE SERVO-TURRET



FACTION KEYWORDS:
ADEPTUS ASTARTES