

COMBAT PATROL STORMGLAIVE HUNTERS



ABILITIES

The datasheets required to use the Stormglave Hunters 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 **SUBODEN KHAN** model is your **WARLORD** and has the Master Rider Enhancement. You can replace this with Savage Hunter.

DEFAULT ENHANCEMENT

MASTER RIDER

Suboden Khan is a master of mounted combat, as swift and elusive as the wind when fighting from the saddle.

Each time a model in the bearer's unit makes a Normal, Advance, Fall Back or Charge move, it can move horizontally through terrain features.

OR

OPTIONAL ENHANCEMENT

SAVAGE HUNTER

This champion unleashes wrath upon the enemy with furious abandon, loosing fusillades and flurries of untamed fury.

Melee weapons equipped by the bearer have the [SUSTAINED HITS 1] ability.





SECONDARY OBJECTIVES

You will use the Chogorian Storm secondary objective. You can replace this with Trophy Takers.

DEFAULT SECONDARY OBJECTIVE

CHOGORIAN STORM

This commander hits the enemy's lines with all the ferocity of a raging tempest surging in from the desolate steppes.

At the end of the Charge phase, if your **SUBODEN KHAN** unit made a Charge move that phase, you score 2VP.

OR

OPTIONAL SECONDARY OBJECTIVE

TROPHY TAKERS

For the proud warriors of the White Scars, the hunt never ceases, and they are ever seeking another head to take in the name of the Khan.

At the end of the battle, if your opponent's **WARLORD** model is destroyed, you score 10VP.

STRATAGEMS

You can use the following Stratagems:

STORM RIDERS

STORMGLAIVE HUNTERS – BATTLE TACTIC STRATAGEM

When the hunt begins, nothing will deter the White Scars. As they charge towards the foe, they trust their indomitable will and enhanced physiology to weather the storm of incoming fire as they close the distance and prepare to land a fatal blow.

WHEN: Your opponent's Shooting phase or the 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, if the Strength characteristic of that attack is greater than your unit's Toughness characteristic, subtract 1 from the Wound roll.

LIGHTNING DEBARKATION

STORMGLAIVE HUNTERS – STRATEGIC PLOY STRATAGEM

White Scars infantry are masters of rapidly deploying from armoured transports, often before the vehicle has even halted.

WHEN: Your Movement phase, just after an **ADEPTUS ASTARTES INFANTRY** unit from your army disembarks from a **TRANSPORT** that made a Normal move this phase.

TARGET: That **INFANTRY** unit.

EFFECT: Until the end of the turn, your unit is eligible to declare a charge.

QUARRY OF THE KHAN

STORMGLAIVE HUNTERS – BATTLE TACTIC STRATAGEM

When the Khans of Chogoris ride out to war, they choose their prey with a seasoned eye and then hunt them tirelessly to destruction.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, improve the Armour Penetration characteristic of weapons equipped by models in your unit by 1, and those weapons have the [ANTI-MONSTER 4+] and [ANTI-VEHICLE 4+] abilities.

SUBODEN KHAN

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

Combat Patrol Datasheet

A true son of Chogoris, Suboden Khan commands the White Scars First Brotherhood from the saddle of his grav bike, Thunder. A master of cavalry warfare, he leads his forces in epic hunts and sweeping advances, ruthlessly running down fleeing foes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	2+	4	-1	1
Onslaught gatling cannon [DEVASTATING WOUNDS]	24"	8	2+	5	0	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power sword	Melee	8	2+	5	-2	1
Stormtooth [LANCE, ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	6	2+	6	-2	2

LEADER

This model can be attached to the following unit: **OUTRIDER SQUAD**

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Spear of Chogoris: This model's unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

UNIT COMPOSITION

■ 1 Suboden Khan – EPIC HERO

This model is equipped with: heavy bolt pistol; onslaught gatling cannon; Stormtooth; power sword.

KEYWORDS: MOUNTED, CHARACTER, EPIC HERO, IMPERIUM, CAPTAIN, SUBODEN KHAN

FACTION KEYWORDS:
ADEPTUS ASTARTES, WHITE SCARS

OUTRIDER SQUAD

M	T	SV	W	LD	OC
12"	5	3+	4	6+	2

Combat Patrol Datasheet

Outrider Squads advance ahead of the main Space Marine lines, guard flanks of larger formations, and hunt down enemy infiltrators. When battle is joined, they conduct lightning-fast hit-and-run attacks on defended positions and run down those who would try to escape the vengeance of the Chapter.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	12"	1	3+	4	-1	1
Twin bolt rifle [TWIN-LINKED]	24"	2	3+	4	-1	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1

ABILITIES

FACTION: **Oath of Moment**

Turbo-boost: Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

UNIT COMPOSITION

■ 1 Outrider Sergeant
■ 2 Outriders

Every model is equipped with: heavy bolt pistol; twin bolt rifle; Astartes chainsword.

KEYWORDS: MOUNTED, IMPERIUM, OUTRIDER 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 a Chapter's most widespread close-support units. Firing their heavy bolt pistols as they close upon the foe, they charge into the fray, making 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
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Power fist	Melee	3	3+	8	-2	2

Before selecting targets for this weapon, select one of its profiles to make attacks with.

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

ABILITIES

FACTION: Oath of Moment

Targeted Intercession: Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.

UNIT COMPOSITION

- 1 Assault Intercessor Sergeant
- 4 Assault Intercessors

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

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



FACTION KEYWORDS: ADEPTUS ASTARTES

IMPULSOR

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2



Combat Patrol Datasheet

Equipped with vectored thrusters that make it faster than any other Space Marine gravitic tank, the Impulsor is a highly adaptable transport. All Space Marines use it for rapid insertion and flanking manoeuvres, and it is particularly favoured for lightning strikes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bellicatus missile array – frag [BLAST]	48"	D6	3+	4	0	1
Bellicatus missile array – Icarus [ANTI-FLY 2+]	48"	D3	3+	8	1	2
Bellicatus missile array – krak	48"	1	3+	8	-2	D6
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

TRANSPORT

This model has a transport capacity of 6 TACTICUS INFANTRY models.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, IMPULSOR

ABILITIES

CORE: Deadly Demise D3, Firing Deck 6

FACTION: Oath of Moment

UNIT COMPOSITION

- 1 Impulsor

This model is equipped with: bellicatus missile array; ironhail heavy stubber; 2 storm bolters; armoured hull.



FACTION KEYWORDS: ADEPTUS ASTARTES