

COMBAT PATROL RAMPART FORCE TORREUS

ABILITIES

The datasheets required to use the Rampart Force Torrens 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 **CAPTAIN** model is your **WARLORD** and has The Imperium's Sword Enhancement. You can replace this with Sentinel of Terra.

DEFAULT ENHANCEMENT

THE IMPERIUM'S SWORD

This warlord hurls himself forwards with unbridled ferocity, cutting down the foe like a reaping whirlwind.

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

OR

OPTIONAL ENHANCEMENT

SENTINEL OF TERRA

The most accomplished officers amongst the Imperial Fists' ranks are true paragons of battle, masters of the Codex Astartes' tenets and unfaltering heroes to the last.

You can target the bearer's unit with the Heroic Intervention Stratagem for OCP, and can do so even if you have already used that Stratagem on a different unit this phase.





SECONDARY OBJECTIVES

You will use the Wrath of Dorn secondary objective. You can replace this with Indomitable Defence.

DEFAULT SECONDARY OBJECTIVE

WRATH OF DORN

With merciless fury, the Imperial Fists sweep over enemy defences, leaving only the broken bodies of the foe and utter devastation in their wake.

At the end of your turn, you score 4VP if you control more objective markers than your opponent.

OR

OPTIONAL SECONDARY OBJECTIVE

INDOMITABLE DEFENCE

To give ground is an unforgivable sin. Stand sentinel over the battlefield, no matter the cost.

At the end of the battle, you score 10VP if you have more models within 3" of the centre of the battlefield than your opponent.

STRATAGEMS

You can use the following Stratagems:



TRANSHUMAN MIGHT

RAMPART FORCE TORREUS – BATTLE TACTIC STRATAGEM

Possessed of incredible physical strength, Space Marines strike with the power to crush skulls and even buckle tank armour.

WHEN: Fight phase.

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

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1. If that attack targets a MONSTER or VEHICLE unit, you can re-roll the Wound roll instead.



SIEGE MASTERS

RAMPART FORCE TORREUS – BATTLE TACTIC STRATAGEM

There is no bastion or fastness, no redoubt, bulwark or strongpoint that the Imperial Fists cannot reduce to ruin.

WHEN: Your Shooting phase.

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

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability.



ARCHITECTS OF WAR

RAMPART FORCE TORREUS – BATTLE TACTIC STRATAGEM

Imperial Fists have a gift for bolstering any defensive position they hold and for optimising their cover positions with remarkable skill.

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.

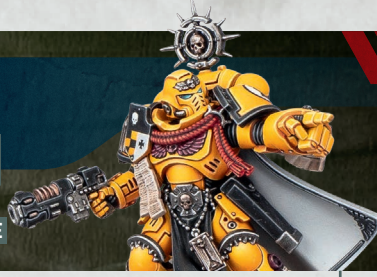
EFFECT: Until the end of the phase, each time an attack targets your unit, your unit has the Benefit of Cover against that attack.



Combat Patrol Datasheet

CAPTAIN TORREUS

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1
4+ INVULNERABLE SAVE					



Indomitable, wrathful and utterly without relent, Captain Torrens exemplifies the bold and obdurate nature of his Chapter. With iron will and molten wrath, he leads his battle-brothers to victory or death.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Neo-volkite pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	2+	5	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power fist	Melee	5	2+	8	-2	2

LEADER

Before the battle, at the start of the Declare Battle Formations step, this model must be attached to the following unit: **COMPANY HEROES**

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Finest Hour: Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the [DEVASTATING WOUNDS] ability.

UNIT COMPOSITION

- 1 Captain Torrens

This model is equipped with: neo-volkite pistol; power fist.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TACTICUS, CAPTAIN, CAPTAIN TORREUS

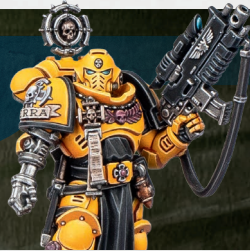


FACTION KEYWORDS: ADEPTUS ASTARTES

Combat Patrol Datasheet

COMPANY HEROES

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



A company's most heroic battle-brothers fight alongside a Chapter's high-ranking officers. These veterans and specialists serve as honour guards and provide vital support to a commander. Company Champions defend their Company's honour with martial excellence, Ancients guard its inspirational banners, and Company Veterans lay down hails of fire from relic bolt weapons.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle	24"	2	3+	4	-1	1
Master-crafted bolt rifle [DEVASTATING WOUNDS, RAPID FIRE 1]	24"	2	2+	4	-1	2
Master-crafted heavy bolter [HEAVY, SUSTAINED HITS 2]	36"	3	3+	5	-1	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	4	0	1
Master-crafted power weapon [PRECISION]	Melee	6	2+	5	-2	2

ABILITIES

FACTION: **Oath of Moment**

Command Squad: While a CHARACTER model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

UNIT COMPOSITION

- 1 Ancient
- 1 Company Champion
- 2 Company Veterans

The Ancient is equipped with: bolt pistol; bolt rifle; close combat weapon.

The Company Champion is equipped with: bolt pistol; master-crafted power weapon.

One Company Veteran is equipped with: bolt pistol; master-crafted heavy bolter; close combat weapon.

One Company Veteran is equipped with: bolt pistol; master-crafted bolt rifle; close combat weapon.

KEYWORDS: INFANTRY, IMPERIUM, TACTICUS, COMPANY HEROES



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

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

INTERCESSOR SQUAD

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



Combat Patrol Datasheet

Intercessor Squads are capable of laying down punishing fire while advancing or holding ground against the enemy. They have access to a range of bolt weaponry suited to varied battlefield assignments, from engaging enemies at long range to cleansing bunker complexes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1
Astartes grenade launcher – frag [BLAST]	24"	D3	3+	4	0	1
Astartes grenade launcher – krak	24"	1	3+	9	-2	D3

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

ABILITIES

FACTION: Oath of Moment

UNIT COMPOSITION

- 1 Intercessor Sergeant
- 4 Intercessors

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

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

One Intercessor is equipped with: bolt pistol; Astartes grenade launcher; bolt rifle; close combat weapon.

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

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

TERMINATOR SQUAD

M 5" T 5 SV 2+ W 3 LD 6+ OC 1

4+ INVULNERABLE SAVE



Terminator armour is a marvel of technology that enables its wearer to survive almost anything, from the stresses of teleportation to earth-shaking artillery bombardments. So equipped, Terminator Squads can appear in the midst of the foe or stride unstopably across the field towards them, firing their weapons all the while.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cyclone missile launcher – frag [BLAST]	36"	2D6	3+	4	0	1
Cyclone missile launcher – krak	36"	2	3+	9	-2	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	-2
Power fist	Melee	3	3+	8	-2	-2

ABILITIES

CORE: Deep Strike
 FACTION: Oath of Moment

UNIT COMPOSITION

- 1 Terminator Sergeant
 - 4 Terminators
- The Terminator Sergeant is equipped with: storm bolter; power fist.
- Two Terminators are equipped with: storm bolter; chainfist.
- One Terminator is equipped with: storm bolter; power fist.
- One Terminator is equipped with: cyclone missile launcher; storm bolter; power fist.

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

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, TERMINATOR SQUAD



FACTION KEYWORDS:
 ADEPTUS ASTARTES

