COMBAT PATROL
SHADOW CLAW KEVARAX



ABILITIES

The datasheets required to use the Shadow Claw Kevarax 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 Deadly Duellist Enhancement. You can replace this with Area Denial.

DEFAULT ENHANCEMENT

DEADLY DUELLIST

The Raven Guard prize clinical precision above simple ferocity. Their battle-brothers are deadly combatants whose thrusts and slashes flow around their enemies' guard like smoke.

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

OR

OPTIONAL ENHANCEMENT

AREA DENIAL

Experts at clandestine warfare, the Raven Guard often plant mines and other explosives around crucial objectives to prevent the foe from seizing them swiftly.

At the end of your Command phase, if the bearer's unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.



SECONDARY OBJECTIVES

You will use the Concentrated Wrath secondary objective. You can replace this with Clandestine Infiltration.

DEFAULT SECONDARY OBJECTIVE

CONCENTRATED WRATH

The Raven Guard direct all of their aggression against a priority target of assassination. Once the foe is silenced, the Raven Guard meld once more with the shadows and seek their next prey.

You score 2VP each time a model from your army destroys an enemy unit. If that unit was your Oath of Moment target, you score 3VP instead.

OR

OPTIONAL SECONDARY OBJECTIVE

CLANDESTINE INFILTRATION

The Raven Guard are masters of infiltration, slipping unseen through the battlefield's shadows before appearing unheralded to annihilate their foes with gun and blade.

At the end of the battle, you score 10VP if you control the objective marker closest to your opponent's battlefield edge.

STRATAGEMS

You can use the following Stratagems:

STRANGLEHOLD

1CP

SHADOW CLAW KEVARAX – BATTLE TACTIC STRATAGEM

By the time the enemy engages the Raven Guard, their battle lines are already in the talon of the Chapter's covert vanguard, choking them off from vital battlefield support.

WHEN: The Command phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army.

EFFECT: Until the start of your next Command phase, add 1 to the Objective Control characteristic of models in your unit.

FROM THE SHADOWS

1CP

SHADOW CLAW KEVARAX – BATTLE TACTIC STRATAGEM

Having laid a careful ambush for the enemy, the Raven Guard line up killing blows with their firearms and blades before unleashing a devastating attack against the foe's weak spots.

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.

FORCE THEIR HAND

1CP

SHADOW CLAW KEVARAX – STRATEGIC PLOY STRATAGEM

Timely manoeuvring can tear apart the enemy's battle plans as swiftly as lightning claws can tear apart flesh.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **ADEPTUS ASTARTES** unit from your army that is within 9" of the enemy unit that just ended that move, and not within Engagement Range of one or more enemy units.

EFFECT: Your unit can make a Normal move of up to D6", or a Normal move of up to 6" instead if it is a **PHOBOS** unit.

CAPTAIN KEVARAX

Combat Patrol Datasheet

M	T	SV	W	LD	OC
12"	4	3+	5	6+	1

4+ INVULNERABLE SAVE



A consummate master of ambush and mobile warfare, Captain Kevarax leads from the front, dispatching his foes with bolt pistol and relic blade.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	2+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Relic weapon	Melee	6	2+	5	-2	2

LEADER

This model can be attached to the following unit: **Assault Intercessors with Jump Packs**

ABILITIES

CORE: **Leader, Deep Strike**

FACTION: **Oath of Moment**

Angel's Wrath: Each time this unit ends a Charge move, until the end of the turn, add 1 to the Strength characteristic of melee weapons equipped by models in that unit.

UNIT COMPOSITION

- **1 Captain Kevarax**

This model is equipped with: heavy bolt pistol; relic weapon.

KEYWORDS: **Infantry, Character, Jump Pack, Fly, Imperium, Tacticus, Captain, Captain Kevarax**

FACTION KEYWORDS: **Adeptus Astartes**

ASSAULT INTERCESSORS *WITH JUMP PACKS*

Combat Patrol Datasheet

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1



Thanks to their powerful jump packs, these warriors soar over the battlefield, slamming into the foe and cutting them down with point-blank bolt pistol fire and furious chainsword hacks before shooting off to their next target.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	12"	1	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Power weapon	Melee	4	3+	5	-2	1

ABILITIES

CORE: **Deep Strike**

FACTION: **Oath of Moment**

Hammer of Wrath: Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in this unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound.

UNIT COMPOSITION

- **1 Assault Intercessor Sergeant with Jump Pack**
- **4 Assault Intercessors with Jump Packs**

The Assault Intercessor Sergeant with Jump Pack is equipped with: heavy bolt pistol; power weapon.

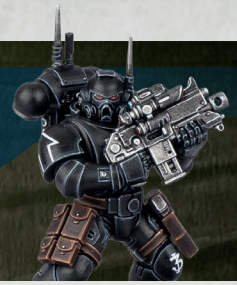
Each Assault Intercessor with Jump Pack is equipped with: heavy bolt pistol; Astartes chainsword.

KEYWORDS: **Infantry, Jump Pack, Fly, Imperium, Tacticus, Assault Intercessors with Jump Packs**

FACTION KEYWORDS: **Adeptus Astartes**

INFILTRATOR SQUAD

Combat Patrol Datasheet



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

Infiltrator Squads are experts in covert operations and are drilled extensively in self-sufficiency and survival skills. Equipped with omni-scramblers that cripple enemy communications, they wreak havoc amongst their foes before cutting them down with hails of accurate bolt fire.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Marksman bolt carbine [HEAVY]	24"	2	3+	4	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 this unit can be split into two units, each containing five models.

ABILITIES

CORE: **Infiltrators**

FACTION: **Oath of Moment**

Omni-scramblers: Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this unit.

UNIT COMPOSITION

- **1 Infiltrator Sergeant**
- **9 Infiltrators**

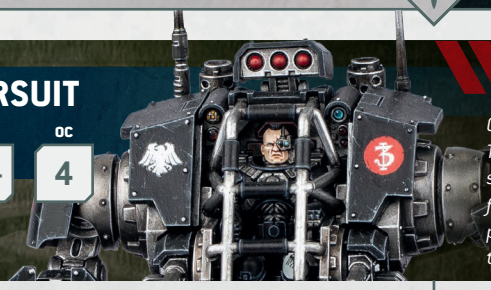
Every model is equipped with: bolt pistol; marksman bolt carbine; close combat weapon.

KEYWORDS: **Infantry, Smoke, Imperium, Phobos, Infiltrator Squad**

FACTION KEYWORDS: **Adeptus Astartes**

INVICTOR TACTICAL WARSUIT

Combat Patrol Datasheet



M	T	SV	W	LD	OC
8"	8	3+	12	6+	4

Outfitted with silent reactors and servos, the Invictor Tactical Warsuit is a combat walker ideally suited to support Vanguard operations and function independently from a main Space Marine strike force. In battle they are piloted by hand-picked warriors dedicated to defending their battle-brothers.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Twin ironhail autocannon [TWIN-LINKED]	48"	3	3+	9	-1	3
Twin ironhail heavy stubber [RAPID FIRE 3, TWIN-LINKED]	36"	3	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Invictor fist	Melee	5	3+	14	-2	3

ABILITIES

CORE: **Deadly Demise D3, Scouts 8"**

FACTION: **Oath of Moment**

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Invictor Tactical Warsuit**

This model is equipped with: fragstorm grenade launcher; heavy bolter; twin ironhail autocannon; twin ironhail heavy stubber; Invictor fist.

KEYWORDS: **Vehicle, Walker, Imperium, Phobos, Invictor Tactical Warsuit**

FACTION KEYWORDS: **Adeptus Astartes**