

# THE VENGEFUL BRETHREN

## MASTER ZACHARIAL (1 MODEL)

- This model is equipped with: boltstorm gauntlet; power fist; relic chainsword.

As far as characters go, few are as durable as a Captain in Gravis armour. Master Zacharial is able to cut his way through large swathes of the foe, but must be protected from the enemy's more powerful guns. As such, be sure to use intervening scenery to keep him hidden from such firepower until the time comes to pile him into his chosen target.

## INTERCESSOR SQUAD (10 MODELS)

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

The Intercessor Squad can be split into two separate units using the Patrol Squads rule. This gives you two **BATTLELINE** units, making for a greater degree of flexibility when it comes to securing objectives. However, keeping your Intercessors as a single unit does increase the effectiveness of Stratagems such as Relic Munitions, making such a decision far from automatic. To guide your decision, be sure to take a look at your opponent's army before the battle begins to judge whether you need to focus more on objectives or dealing damage.





### HELLBLASTER SQUAD (5 MODELS)

- Every model is equipped with: bolt pistol; plasma incinerator; close combat weapon.

The Hellblasters are an incredibly versatile ranged unit, able to effectively deal with some of your opponent's most heavily armoured infantry. To ensure that you use them to full effectiveness, make sure to keep them well away from any enemy units that might tie them up in combat, as this will prevent them from using their plasma incinerators until they fight their way free.

### BLADEGUARD VETERAN SQUAD (3 MODELS)

- Every model is equipped with: heavy bolt pistol; master-crafted power weapon.

This unit is the most durable portion of your force, with a good invulnerable save making it possible for them to take even the mightiest of blows and still have a chance to keep going. They are also superlative melee fighters, able to switch between improved damage output and extra durability each turn. Pushing these warriors into the centre of the enemy lines and forcing your opponent to react to the threat they pose is rarely a bad strategy.



# COMBAT PATROL

# THE VENGEFUL BRETHREN

## ABILITIES

The datasheets required to use the Vengeful Brethren can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all of 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 post-human 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 has the Determined Combatant Enhancement. You can replace this with the Wages of Retribution.

### DEFAULT ENHANCEMENT

#### DETERMINED COMBATANT

*An exemplar of the Dark Angels' relentless dedication to duty, once this warrior has set their mind to taking and holding a location they strike down any who oppose them with cold fury.*

While the bearer is within range of an objective marker, weapons equipped by the bearer have the **[SUSTAINED HITS 1]** ability.

OR

### OPTIONAL ENHANCEMENT

#### WAGES OF RETRIBUTION

*The battle-brothers of the Unforgiven Chapters may not always know why a particular foe has been marked above all others for destruction or capture, for their superiors make a habit of secrecy. Yet it is enough to know they have done their duty, for in their Primarch's own words, duty is its own reward.*

Each time an **ADEPTUS ASTARTES** model from your army destroys your Oath of Moment target, if the bearer is on the battlefield, roll one D6: on a 4+, you gain 1CP.





## SECONDARY OBJECTIVES

You will use the Hunters of Heretics secondary objective. You can replace this with the Take the Stronghold.

### DEFAULT SECONDARY OBJECTIVE

#### HUNTERS OF HERETICS

*Not only does cutting down their foes' greatest champions do honour to the Emperor and the Primarch, but it also serves to shatter enemy morale and cement the Dark Angels' victory.*

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

OR

### OPTIONAL SECONDARY OBJECTIVE

#### TAKE THE STRONGHOLD

*The enemies of the Emperor must be dug out of every bolthole and tainted strongpoint, driven from their heretical fastnesses and subjected to the merciless judgement of the Unforgiven.*

Before the battle, at the start of the Deploy Armies step, your opponent must select one objective marker that is not in their deployment zone.

At the end of your turn, you score 5VP if you control that selected objective marker.

## STRATAGEMS

You can use the following Stratagems:

### UNYIELDING

THE VENGEFUL BRETHREN – EPIC DEED STRATAGEM

*So stubborn and stoic are the Dark Angels that even death is not enough to stay their wrath.*

1CP

**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 a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if that model has the **BLADEGUARD VETERAN SQUAD** keyword: on a 4+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making attacks, and is then removed from play.

### MARCH OF VENGEANCE

THE VENGEFUL BRETHREN – STRATEGIC PLOY STRATAGEM

*Cutting down the last of their foes and giving no mind to their own hurts, the Unforgiven press relentlessly on toward victory.*

1CP

**WHEN:** Fight phase.

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

**EFFECT:** Until the end of the phase, each time a model in your unit makes a Consolidation move, it can move up to 6" instead of up to 3".

### RELIC MUNITIONS

THE VENGEFUL BRETHREN – BATTLE TACTIC STRATAGEM

*Drawn from the deep vaults of the Rock, these ancient and invaluable rounds of ammunition contain destabilised plasmic cores and are reserved for cutting down the worthiest and most terrible of foes.*

1CP

**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 (excluding plasma incinerators) have the **[LETHAL HITS]** ability.



## Combat Patrol Datasheet

### MASTER ZACHARIAL

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



Clad in his mighty suit of Gravis armour and utterly dedicated to his martial duties, Zacharial shrugs off his foes' attacks with contemptuous ease. In return he blasts them from their feet with hails of explosive bolts or hacks and bludgeons them to ruin at close quarters.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Boltstorm gauntlet [PISTOL]	12"	3	2+	4	-1	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power fist	Melee	5	2+	8	-2	2
Relic chainsword [EXTRA ATTACKS]	Melee	3	2+	4	-1	2

#### ABILITIES

FACTION: Oath of Moment

**Refuse to Yield:** Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, GRAVIS, CAPTAIN, MASTER ZACHARIAL



FACTION KEYWORDS: ADEPTUS ASTARTES, DARK ANGELS

## Combat Patrol Datasheet

### INTERCESSOR SQUAD

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



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

#### ABILITIES

FACTION: Oath of Moment

#### PATROL SQUADS

At the start of the Declare Battle Formations step this unit can be split into two units, each containing five models.

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



FACTION KEYWORDS: ADEPTUS ASTARTES, DARK ANGELS



# HELLBLASTER SQUAD

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



## Combat Patrol Datasheet

Few foes can survive the incandescent fury of a Hellblaster Squad. Whether they be Tyranid Hive Tyrant, Ork Warboss or Heretic Astartes battle tank, all are reduced to ash and slag by searing, well-aimed plasma fire pouring from the Hellblasters' ferocious weapons.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
▶ Plasma incinerator – standard [ASSAULT, HEAVY]	24"	2	3+	7	-2	1
▶ Plasma incinerator – supercharge [ASSAULT, HAZARDOUS, HEAVY]	24"	2	3+	8	-3	2

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

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

KEYWORDS: INFANTRY, IMPERIUM, TACTICUS, HELLBLASTER SQUAD

### ABILITIES

FACTION: Oath of Moment



FACTION KEYWORDS:  
ADEPTUS ASTARTES, DARK ANGELS

# BLADEGUARD VETERAN SQUAD

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



## Combat Patrol Datasheet

Bladeguard Veterans advance relentlessly with blades held high – the very image of noble knights of myth. Members of their Chapter's elite 1st Company of Veterans, each of these vastly experienced Space Marines has fought to preserve the Imperium across uncounted worlds.

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
Master-crafted power weapon	Melee	4	3+	5	-2	2

### ABILITIES

FACTION: Oath of Moment

**Bladeguard:** At the start of the Fight phase, you can select one of the following abilities to apply to models in this unit until the end of the phase:

- **Swords of the Chapter:** Each time a model in this unit makes a melee attack, re-roll a Hit roll of 1.
- **Shields of the Chapter:** Each time an invulnerable saving throw is made for a model in this unit, re-roll a saving throw of 1.

KEYWORDS: INFANTRY, IMPERIUM, TACTICUS, BLADEGUARD VETERAN SQUAD



FACTION KEYWORDS:  
ADEPTUS ASTARTES, DARK ANGELS