

DEATH TO THE TRAITORS! - 1cp

- Use when you choose a model from your kill team to fight in the **Fight phase**. Until the end of that phase, each time you make a **hit roll of 6+** for that model and the target is a **HERETIC ASTARTES** model, you can immediately make an **extra attack** against the **same model** using the **same weapon**. These attacks cannot themselves generate any further attacks

ARMOUR OF CONTEMPT - 1cp

- Use when a model from your kill team **suffers a mortal wound**. Roll a **D6** for that mortal wound, and each other mortal wound suffered by that model for the **rest of the phase**; on a **5+** the **mortal wound is ignored** and has no effect.

MASTERFUL MARKSMANSHIP - 1cp

- Use in the **Shooting phase** when you choose an **INTERCESSOR** from your kill team to shoot with a **stalker bolt rifle**. Until the end of that phase, you can **add 1 to hit and wound rolls** for that model.

HONOUR THE CHAPTER - 2cp

- Use at the **end of the Fight phase**. Pick a model from your kill team it can **immediately fight an additional time**.

HELLFIRE SHELLS - 2cp

- Use when you choose a model in your kill team to **shoot with a heavy bolter**. You can only make a **single hit roll** for the weapon this phase, however, if it hits, the **target suffers D3 mortal wounds** instead of the normal damage.

SHOCK AND AWE - 2cp

- Use when you declare a **REIVER** from your kill team will **attempt to charge**. **Before any Overwatch** attacks are made, you can **make a single shooting attack** using this model's **shock grenades** against a target of the charge. If the attack is successful, that **target may not fire Overwatch** this phase in addition to the normal effects of the grenade.

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BATTLE BROTHERS - 1cp (SS)

- Use **after failing a saving throw** for a model that is **within 3"** of **another friendly** model that is not shaken. **No damage** is inflicted upon the target model **but one friendly** model of your choice that is **within 3"** of the target model and not shaken suffers a **number of mortal wounds** equal to the **Damage characteristic** of the **weapon** used in the attack

ANGEL OF DEATH - 1cp (SS)

- Use **after choosing a model** that **charged** in this battle round to **fight with**. **Add 1** to that model's **Attack** characteristic for this phase.

PSYCHOLOGICAL WARFARE - 1cp (SS)

- Use **at the start of the Morale phase**. Choose a **REIVER** from your kill team that **took an enemy model out of action** in the **preceding Fight** phase and is not shaken. **Add 1** to any **Nerve tests** made this phase for **enemy models within 6"** of the model you chose.

ADAPTIVE STRATEGY - 1cp (SS)

- Use **as soon as your kill team is broken**. You immediately **generate D3 Command Points**.

DEATH DENIED - 2cp (SS)

- Use **when one of your models** is taken **out of action**. That model **suffers a flesh wound instead**.

AUSPEX SCAN - 2cp (SS)

- Use **when you choose a Readied model** to shoot with. **Ignore all negative hit modifiers** for that model this phase.

If every model in your kill team has the DEATHWATCH Faction keyword, you can use Deathwatch Tactics.

HELLFIRE SHELL - 1cp

- Use when you choose a model in your kill team to **shoot with a heavy bolter** or the profile of an **infernus heavy bolter**. You can only make a **single hit roll** with the weapon this phase (subtracting 1 as normal if also firing an infernus heavy bolter's heavy flamer), however, if it hits, the **target suffers D3 mortal wounds** instead of the normal damage.

DECAPITATION DOCTRINE - 1cp

- Use when a model from your kill team is chosen to attack in the **Shooting or Fight phase**. Until the end of the phase, **re-roll failed wound rolls** for that model that **target an enemy Leader**.

ONLY IN DEATH DOES DUTY END - 2cp

- Use when a model from your kill team is **taken out of action**; that model summons the strength for one final attack, and can **immediately either shoot** as if it were your turn in the Shooting phase, **or fight** as if it were your turn in the Fight phase.

RIVAL CHAPTERS - 2cp

- Use when a model from your kill team is chosen to attack in the **Shooting or Fight phase** while there is **another model from your kill team within 2"** of it. Until the end of the phase, **re-roll hit rolls of 1** for both models.

DEATH TO THE ALIEN! - 1cp (ss)

- Use when you **chose a model** in your kill team to **fight** in the **fight phase**. **Each time** you make a **hit roll of 5+** for that model during this phase, that model can, if it was targeting a model that **does Not have the Imperium, Chaos or Unaligned** keyword, immediately make an **additional attack** against the same model using the **same weapon**. These extra attacks cannot themselves generate any further attacks.

TACTICAL DISENGAGEMENT - 1cp (ss)

- Use In the **Movement phase** when a model in your kill team **Retreats**. That model may **Retreat up to 6'** rather than up to 3', and **may fire** its weapons on the **Shooting phase** of this battle round even though it Retreated.

MY ARMOUR IS CONTEMPT - 1cp (ss)

- Use when **a model** from your kill team **suffers a mortal** wound. Roll a **D6** for that mortal wound, and each other mortal wound inflicted on this model for the rest of the phase, on a **5+** that **mortal wound is ignored and has no effect**.

UNRELENTING - 1cp (ss)

- Use in the **Shooting phase** when you chose **a model** from your kill team to **shoot**. When **rolling to hit** for this model's shooting attacks, it is considered **not to have moved** in the previous Movement phase.

PRIORITY EXECUTION - 1cp (ss)

- Use when you **chose a model** In your kill team to **fight** in the **fight phase**. **Add 1** to all **wound rolls** for that model until the end of the phase

THE BEHEADING - 2cp (ss)

- Use **at the start of the Fight phase**. Until the end of the phase, you **may re-roll hit rolls** for **any attacks** that target an **enemy Leader**

[Deathwatch](#) Tactics pg.90

Special Issue Ammunition:

- When this model fires an **auto bolt rifle**, **bolt carbine**, **bolt pistol**, **bolt rifle**, **boltgun**, **combi-melta** (boltgun profile only), **combiplasma** (boltgun profile only), **heavy bolt pistol**, **stalker bolt rifle** or **stalker pattern boltgun**, you can choose one kind of ammunition from the table and apply the corresponding modifier

SPECIAL ISSUE AMMUNITION PG.89

AMMUNITION	MODIFIER
Dragonfire bolt	+1 to hit rolls for this weapon when targeting a model that is obscured .
Hellfire round	This weapon always wounds on a 2+
Kraken bolt	Add 3" range of this weapon if it is a Pistol – or 6" otherwise – and improve the AP of the attack by 1 (e.g. an AP of 0 becomes -1), to a maximum AP of -2
Vengeance round	Subtract 3" range of this weapon if it is a Pistol – or 6" otherwise – and improve the AP of the attack by 2 (e.g. an AP of 0 becomes -2), to a maximum AP of -3

Grey Knights Tactics pg.94

If every model in your kill team has the GREY KNIGHTS Faction keyword, you can use Grey Knights Tactics

PSYBOLT AMMUNITION - 1cp

- Use when you choose a model in your kill team to **shoot** with a **storm bolter**. The weapon's **Strength characteristic is 5** and its **Armour Penetration characteristic is -1** until the end of the phase.

PSYCHIC CHANNELLING - 2cp

- Use when taking a **Psychic test** for a model from your kill team. **Roll three dice** rather than two and use the **two highest rolls**.

HONOUR THE CHAPTER - 2cp

- Use at the **end of the Fight phase**. Pick a **model** from your kill team. That model can immediately **fight an additional time**.

HEED THE PROGNOSTICARS - 2cp

- Use at the **start of the battle round**. Pick a **model** from your kill team and **add 1 to its saving throws** until the end of the battle round.

if every model in your kill team has the ASTRA MILITARUM Faction keyword, you can use Astra Militarum Tactics

GET DOWN! - 1cp

- Use in your **opponent's** turn in the **Shooting phase** when they choose a **model from your kill team as a target**, and your **model is obscured**. Attacks that target that model in this phase **suffer an additional -1** penalty to their **hit rolls**

RESERVES OF COURAGE - 1cp

- Use at the **start** of your turn in the **Morale phase**. Pick a **model** from your kill team that is required to take a Nerve test. **Roll a D3** for that model rather than a D6 when taking the test

DEFENSIVE STAND - 2cp

- Use when a **charge is declared** against a model from your kill team. When that **model fires Overwatch** this phase, they **successfully hit** on a roll of **5 or 6**

CUNNING STRATEGY - 2cp

- Use after your **Leader** has **issued an order**. Your Leader may **immediately issue** an **additional order**.

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VENGEANCE FOR CADIA! - 1cp (ss)

- Use when you **choose a model** from your kill team to **shoot or fire Overwatch** and the target is a **HERETIC ASTARTES** model. You can **re-roll failed hit** and **wound rolls** for your model against that **HERETIC ASTARTES** model

GRENADIERS - 1cp (ss)

- Use when you **choose a model** from your kill team to **shoot** in the **Shooting phase**. You can use a **Grenade weapon** that model is equipped with, **even if another model** from your kill team has already used a **Grenade** weapon this phase. **You can use this Tactic multiple times in the same phase**

FIGHT TO THE DEATH! - 1cp (ss)

- Use **before an Injury roll** is made for a model from your kill team. **Apply a -1** modifier to the **Injury roll**.

RECONNAISSANCE PROTOCOLS - 1cp (ss)

- Use at the **start of the first battle round**. Choose a **MILITARUM TEMPESTUS** model from your kill team that is on the battlefield; that model can immediately **make a normal move** as if it were the Movement phase, but instead of moving up to their Move characteristic they **move up to 2D6" instead**

ADRENAL SHOT - 1cp (ss)

- Use when a **model** from your kill team **suffers a mortal wound**. Roll a **D6** for that mortal wound, and any other mortal wound suffered by that model for the rest of the phase; on a **5+** the **mortal wound is ignored** and has no effect.

SIR, YES SIR! - 2cp (ss)

- Use after **picking a model** from your kill team to be **affected by an order**. **All models** from your kill team (other than your kill team's Leader) **within 3"** of that model are **also affected** by the same order. **You cannot use this Tactic in the same battle round as the Cunning Strategy Tactic.**

Voice of Command:

- **Once per battle round**, if your **Leader is on the battlefield and not shaken**, they can **issue an order** to other members of your kill team at the **start** of the **Shooting phase**.
- To issue an order, pick **another friendly ASTRA MILITARUM** model (not shaken model) **within 12"** of your **Leader** and choose which order you wish to issue from the list. **A model may only be affected by one order per battle round**

ASTRA MILITARUM ORDERS

ORDER	EFFECT
Take Aim!	Re-roll hit rolls of 1 for the ordered model until the end of the phase.
Bring it Down!	Re-roll wound rolls of 1 for the ordered model until the end of the phase.
Forwards, for the Emperor!	The ordered model can shoot even if it Advanced in the previous Movement phase.
Get Back in the Fight!	The ordered model can shoot this phase, even if it Fell Back in the Movement phase.
Move! Move! Move!	Instead of shooting this phase, the ordered model immediately makes an Advance move as if it were the Movement phase.
Fix Bayonets!	This order can only be issued to a model within 1" of an enemy model . The ordered model immediately fights as if it were the Fight phase.

if every model in your kill team has the ADEPTUS MECHANICUS Faction keyword, you can use Adeptus Mechanicus Tactics

DUNESTRIDER - 1cp

- Use in the **Movement phase** when a model from your kill team **Advances**. **Roll two dice and pick** which result to use when making the Advance roll

GLORIA MECHANICUS - 1cp

- Use **after determining which Canticle of the Omnissiah** is in effect this battle round. **Randomly** determine a Canticle of the Omnissiah – **that Canticle is in effect instead**.

CONQUEROR DOCTRINA IMPERATIVE - 2cp

- Use when you **choose a model** in your kill team to **fight in the Fight phase**. **Add 1 to hit rolls** for the model until the end of the phase. **If the model is within 6" of a friendly model equipped with an enhanced data-tether**, you can **add 2** to the hit rolls **instead**

PROTECTOR DOCTRINA IMPERATIVE - 2cp

- Use when you **choose a model** in your kill team to **shoot in the Shooting phase**. **Add 1 to hit rolls** for the model until the end of the phase. **If the model is within 6" of a friendly model equipped with an enhanced data-tether**, you can **add 2** to the hit rolls **instead**.

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TRANSONIC ATTUNEMENT - 1cp (ss)

- Use in the **Fight Phase** when a **model** from your kill team **armed with Transonic blades**, a **Transonic razor** or a **Chordclaw** is chosen to **attack**. Until the end of phase, **add 1 to wound rolls** for attacks made by that model with any of these weapons.

STABILISATION ACTUATORS - 1cp (ss)

- Use **before you take a Falling test** for a model from your kill team. You can **re-roll the dice** when taking **this test** and when taking **any further Falling tests** for that model in **this battle round**

AUTO-TRACKING SOFTWARE - 1cp (ss)

- Use in the **Movement phase** when an **opponent declares a charge** against a model from your kill team. When that **model fires Overwatch** this phase they **successfully hit on a roll of 5 or 6**.

OPTIMAL CONDITIONS - 1cp (ss)

- Use at the **start of the Movement phase**. **Add 1 to charge rolls** made for models in your kill team until end of the phase

SCRYER-SKULL - 1cp (ss)

- Use at the **start of the Movement phase** if an **opponent picked the Plant Traps strategy** in the **Scouting phase**. **Pick a piece of terrain within 6" of your Leader**. Your opponents **must reveal** to you whether or not they have **booby-trapped** that piece of terrain

Canticles of the Ommissiah:

- At the **start of each battle round**, pick which Canticle of the Ommissiah from the table is in **effect until the end of the battle round**. The **same Canticle may not be picked twice** during the **same battle**.

OR, you can **randomly determine** which Canticle of the Ommissiah is in effect by rolling a **D6** and consulting the table.

Note, if you randomly determine a Canticle, it takes effect even if the same Canticle has been in effect earlier in the battle

CANTICLES OF THE OMMISSIAH TABLE

D6	CANTICLE	EFFECT
1	Incantation of the Iron Soul	You can re-roll failed Nerve tests for models in your kill team.
2	Litany of the Electromancer	Roll a D6 for each enemy model within 1" of any models in your kill team at the start of the Fight phase . On a 6 , that enemy model suffers 1 mortal wound.
3	Chant of the Remorseless Fist	Re-roll hit rolls of 1 for models in your kill team in the Fight phase .
4	Shroudpsalm	When enemy player makes a hit roll for shooting attack that targets a model from your kill team, & that model is obscured , the hit roll suffers an additional -1 modifier
5	Invocation of Machine Might	Add 1 to the Strength characteristic of models in your kill team
6	Benediction of the Ommissiah	Re-roll hit rolls of 1 for models in your kill team in the Shooting phase

Heretic Astartes Tactics pg.115

If every model in your kill team has the HERETIC ASTARTES Faction keyword, you can use Heretic Astartes Tactics

VETERANS OF THE LONG WAR - 2cp

- Use when a **CHAOS SPACE MARINE** model from your kill team is **chosen to attack** in the **Shooting** or **Fight phase**. You can **add 1 to wound rolls** for the model's attacks that **target IMPERIUM** models until the end of the phase

DAEMON SPIRIT - 2cp

- Used at the **end of the Movement phase**. Pick an **enemy model within 1"** of your **Leader** and roll a **D6**. On a **4+** that enemy model suffers **1 mortal** wound

FURY OF KHORNE - 2cp

- Use at the **end of the Fight phase**. Pick a **KHORNE** model from your kill team that is **within 1"** of an **enemy model** – your model can **immediately fight again**

BESEECH THE GODS - 2cp

- Use at the **start of the first battle round**. Pick a **model** from your kill team and roll a **D6**. On a **1** that model is found unworthy and **suffers D3 mortal** wounds. On a **2+** **add 1 to hit and wound rolls** for the model until the end of the battle. You can only use this Tactic **once per battle**.

Death Guard Tactics pg.121

If every model in your kill team has the DEATH GUARD Faction keyword, you can use Death Guard Tactics.

NURGLE'S GIFT - 1cp

- Use after a **POXWALKER** from your kill team takes an **enemy model out of action** in the **Fight** phase. Roll a **D6**. On a **4+** you may **set up a new Poxwalker within 1"** of the Poxwalker that **made the attack**. The new Poxwalker is treated as a member of your kill team, but is not part of a fire team (pg 204) and is not added to your command roster.

PUTRID SPLATTER - 2cp

- Use when a **model** from your kill team **loses a wound** in the **Fight** phase. Roll a **D6** for each **enemy model within 1"** of that model. On a **6** that enemy model **suffers 1 mortal** wound after all of its attacks have been resolved.

VETERANS OF THE LONG WAR - 2cp

- Use when a **PLAGUE MARINE** model from your kill team is **chosen to attack** in the **Shooting** or **Fight** phase. You can **add 1 to wound rolls** for the model's attacks that **target IMPERIUM** models until the end of the phase.

NURGLING INFESTATION - 2cp

- Use at the **end of the Movement** phase. Pick an **enemy model within 1" of your Leader** and roll a **D6**. On a **4+** that **enemy model suffers 1 mortal** wound.

CLOUD OF FLIES - 2cp

- Use at the **end of the Movement** phase. Pick a **model** from your kill team. **Until the end of the battle round, enemy models can only shoot** that model **if it is the closest target visible** to them.

GRANDFATHER'S BLESSING - 2cp

- Use at the **start of the first battle round**. Pick a **model** from your kill team and roll a **D6**. On a **1** that model is found unworthy and **suffers D3 mortal** wounds. On a **2+** **add 1 to hit and wound rolls** for the model until the end of the battle. You can only use this Tactic **once per battle**

Thousand Sons Tactics pg.127

If every model in your kill team has the THOUSAND SONS Faction keyword, you can use Thousand Sons Tactics.

MALICIOUS FAMILIAR - 1cp

- Use at the **end of the Movement phase**. Pick an **enemy** model **within 1"** of your **Leader** and roll a **D6**. On a **4+** that enemy model **suffers 1 mortal** wound.

HUNGERING WARPFLAME - 1cp

- Use in the **Shooting phase** when you choose a **model** in your kill team to **shoot** with a **warpflamer** or **warpflame pistol**. Until the end of the phase, you can **roll two dice** when determining the **number of attacks** made by that weapon and **pick the highest** result

SORCEROUS FOCUS - 2cp

- Use at the **start of your turn** in the **Psychic phase**. Pick a **PSYKER** model from your kill team that is **within 2"** of at least **two other models** from **your kill team**. **Add 6"** to the **range** of this model's **Psybolt** psychic power until the end of the phase

VETERANS OF THE LONG WAR - 2cp

- Use when a **RUBRIC MARINE** model from your kill team is **chosen** to **attack** in the **Shooting** or **Fight phase**. You can **add 1** to **wound rolls** for the model's attacks that **target IMPERIUM** models until the end of the phase

IMMOVABLE AUTOMATON - 2cp

- Use when a **Rubric Marine** or **Rubric Marine Gunner** from your kill team is **taken out of action**. Roll a **D6**. On a **4+** that model **suffers a flesh wound instead**.

CYCLE OF SLAUGHTER - 2cp

- Use at the **end of the Fight phase**. Pick a **TZAANGOR** from your kill team – that model **can immediately fight an additional time**.

If every model in your kill team has the ASURYANI Faction keyword, you can use Craftworlds Tactics.

MATCHLESS AGILITY - 1cp

- Use in the **Movement phase** when a model from your kill team **Advances**. **Add 6"** to the model's Move characteristic for that Movement phase **instead of rolling** a dice

FEIGNED RETREAT - 1cp

- Use **after a model** from your kill team **Falls Back**. That model can **still shoot** this battle round.

FIRE AND FADE - 1cp

- Use **after a model** from your kill team **shoots** in the Shooting phase. The model can immediately **make a normal move of up to 7"** as if it were the Movement phase.

ASURMEN'S BLESSING - 1cp

- Use when you choose a **DIRE AVENGER** from your kill team to **shoot** in the Shooting phase. You can **re-roll failed hit rolls** for that model until the end of the phase.

PHANTASM - 2cp

- Use at the **beginning of the first battle round**. Pick a **model** from your kill team and **set it up again**, anywhere in your **deployment zone**

RUNE OF YNNEAD - 2cp

- Use when a **model** from your kill team is **taken out of action**. Roll a **D6**. On a **4+** that model **suffers a flesh wound instead**.

if every model in your kill team has the DRUKHARI Faction keyword, you can use Drukhari Tactics.

FIRE AND FADE - 1cp

- Use **after a model** from your kill team **shoots** in the **Shooting phase**. The model can immediately **make a normal move of up to 7"** as if it were the Movement phase.

CRUEL DECEPTION - 1cp

- Use after **a model** from your kill team **Falls Back**. That model can **still shoot** this battle round.

PRAY THEY DON'T TAKE YOU ALIVE - 2cp

- Use if **a model** from your kill team takes an **enemy Leader out of action** in the **Fight phase**. For the remainder of the battle, models in that enemy Leader's kill team must **subtract 1** from their **Leadership** characteristic.

TORMENT GRENADE - 2cp

- Use when you **choose a model** in your kill team to **shoot** with a **phantasm grenade launcher**. If an **enemy model is hit** by any attacks made with that weapon this phase, then, in **addition** to the normal effects, roll **3D6**. If the result is **higher** than the **target's Leadership** characteristic, it **suffers 1 mortal wound**.

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BLOODIES GRACE - 1cp (ss)

- Use when a WYCH from your kill team would consolidate as part of fighting in the Fight phase. You may move them up to 6" instead of up to 3".

HUNT FROM THE SHADOWS - 1cp (ss)

- Use when a model from your kill team is chosen as the target of an enemy attack in the Shooting phase and it is obscured. Until the end of the phase, add 1 to that model's saving throws.

ARCHITECT OF PAIN - 1cp (ss)

- Use at the start of the battle round. Choose a model from your kill team that has the Power From Pain ability. Until the end of the battle round, that model treats the current battle round as being 1 higher than it actually is when determining what bonuses it gains from the Power From Pain table.

LIGHTNING-FAST REACTIONS - 1cp (ss)

- Use when a model from your kill team is chosen as the target of an enemy attack in the Shooting or Fight phase. Your opponent(s) must subtract 1 from hit rolls that target this model for the rest of the phase.

HYPERSTIMM - 1cp (ss)

- Use at the start of the battle round. Choose a model from your kill team that has the Combat Drugs ability. Until the end of the battle round, the bonus that model receives from its Combat Drugs is doubled. At the end of the battle round, roll a D6. If you roll a 1, the model suffers a mortal wound.

MURDEROUS RIVALRY - 2cp (ss)

- Use at the start of the Hammer of Wrath section of the Fight phase. The: first time it is your turn to choose a model that charged to fight with, you may instead choose two models from your kill team that ended their charge moves within 4" of each other. You may resolve both models' attacks before any other player chooses a model to fight with.

Power From Pain:

- Models with this ability **gain a bonus** depending upon **which battle round** it is, as shown in the table below. Note that **all bonuses are cumulative**; for example, in the second battle round, the model ignores wounds on a roll of 6, and you can re-roll the dice when determining how far the model Advances or charges

POWER FROM PAIN

BATTLE ROUND	BONUS	EFFECT
1	Inured to Suffering	Roll a D6 each time this model loses a wound ; on a 6 that wound is not lost
2	Eager to Flay	You can re-roll the dice when determining how far this model moves when it Advances or charges .
3	Flensing Fury	Add 1 to hit rolls for this model in the Fight phase .
4	Emboldened by Bloodshed	Re-roll failed Nerve tests for this model.
5+	Mantle of Agony	Subtract 1 from the Leadership characteristic of enemy models that are within 6" of any models from your kill team with this bonus

Combat Drugs:

- Models with this ability, **before the battle**, roll on the table below to see which combat drug your kill team is using. This bonus applies to **all models in your kill team** with the **Combat Drugs** ability

COMBAT DRUGS

D6	BONUS	EFFECT
1	Adrenalight	+1 to Attacks characteristic
2	Grave Lotus	+1 to Strength characteristic
3	Hypex	+2 to Move characteristic
4	Painbringer	+1 to Toughness characteristic
5	Serpentin	+1 to Weapon Skill characteristic (e.g. WS 3+ becomes WS 2+)
6	Splintermind	+2 to Leadership characteristic

If every model in your kill team has the HARLEQUINS Faction keyword, you can use Harlequins Tactics

PRISMATIC BLUR - 1cp

- Use in the **Movement phase** when a model from your kill team **Advances**. That model has a **3+ invulnerable save** until the start of the next battle round.

WARRIOR ACROBATS - 1cp

- Use in the **Movement phase** when a model from your kill team **Advances**. **Add 6"** to the model's Move characteristic for that Movement phase **instead of rolling** a dice

FIRE AND FADE - 1cp

- Use **after a model** from your kill team **shoots** in the **Shooting phase**. The model can immediately **make a normal move of up to 7"** as if it were the Movement phase.

MIRTHLESS HATRED - 1cp

- Use when **a model** from your kill team is **chosen to Fight**. **Re-roll failed hit rolls** and **failed wound rolls** for this model's **attacks** that target **SLAANESH** models until the end of the phase.

CEGORACH'S JEST - 2cp

- Use **after an enemy** model has **Fallen Back** from a model from your kill team. Provided **no other enemy** models are **within 1"** of your model, it **can shoot** at the model that Fell Back as if it were the Shooting phase.

WAR DANCERS - 2cp

- Use at the **end of the Fight phase**. Pick **a model** from your kill team that has **already fought** this phase. That model can immediately **fight an additional time**

If every model in your kill team has the NECRONS Faction keyword, you can use Necrons Tactics.

DISRUPTION FIELDS - 1cp

- Use when you **choose a model** in your kill team to **fight** in the **Fight phase**. **Increase** the **Strength** characteristic of that model **by 1** until the end of the phase.

TARGETING ROUTINES - 1cp

- Use when you **choose a model** in your kill team to **shoot** in the **Shooting phase**. **Add 1** to **hit rolls** for that model against **targets** which are **obscured**.

FLENSING FURY - 1cp

- Use when you choose a **FLAYED ONE** in your kill team to **fight** in the **Fight phase**. Until the end of the phase, each time you make a **wound of 6+** for that model's **flayer claws**, **add 1** to the **Damage** characteristic of the weapon for that attack.

PRIME REANIMATION PROTOCOLS - 2cp

- Use when an **Injury roll** is made for a model from your kill team. Roll an **additional dice** and apply the **lowest result**.

MINDSHACKLE SCARABS - 2cp

- Use at the **start of the Shooting phase**. Pick an **enemy model within 6"** of a model from your kill team and roll **2D6**. If the result is **higher** than the **enemy model's Leadership** characteristic, you can immediately make a **shooting attack** with one of **that model's ranged weapons** as if it were a model from your kill team.

OVERCHARGED DISINTEGRATION - 2cp

- Use in the **Shooting phase** when you choose a model in your kill team to **shoot** with a **gauss flayer** or **gauss blaster**. **Improve** the **Armour Penetration** characteristic of that weapon by **1** until the end of the phase (e.g. AP-1 becomes AP-2, AP-2 becomes AP-3).

KRUMP 'EM! - 1cp

- Use when you **choose a model** in your kill team to **fight** in the **Fight phase**. **Increase** the **Strength** characteristic of that model **by 1** until the end of the phase.

DAKKA DAKKA DAKKA - 1cp

- Use **after a model** from your kill team **shoots** in the **Shooting phase**. You can immediately **shoot an additional time** with that model.

GROT SHIELD - 2cp

- Use at the **start of the Shooting phase**. Pick a **model** from your kill team that is **within 2"** of a **GRETCHIN** model. Until the **end of the phase**, while that **Gretchin** model is on the battlefield, **any attacks** which target the **chosen model** are resolved **against** that **Gretchin** model **instead**.

GNASHER SQUIG - 2cp

- Use at the **start of the Fight phase**. Pick an **enemy** model that is **within 1"** of any of **your models** and roll a **D6**. On a **4+**, that enemy model **suffers 1 mortal** wound.

JUST A FLESH WOUND - 2cp

- Use when a **model** from your kill team is **taken out of action**. Roll a **D6**. On a **4+** that model suffers a **flesh wound** **instead**.

MEK'S SPECIAL STIKKBOMB - 2cp

- Use when you **choose a model** from your kill team to **attack** with a **stikkbomb**. Until the end of the phase, **change** the weapon's **type** to **Grenade D3** and **add 1** to its **Strength** and **Damage** characteristics.

.....
DEAD 'ARD - 1cp (ss)

- Use when a **model** from your kill team **suffers a mortal** wound. Roll a **D6** for that mortal wound, and each other mortal wound suffered by that model for the **rest of the phase**: on a **5+** the mortal wound is **ignored** and has no effect.

'ERE WE GO, 'ERE WE GO! - 1cp (ss)

- Use **after making a charge roll** for one of your models. **Re-roll one of the dice**.

PYROMANIAC - 1cp (ss)

- Use when you **chose a model** to **shoot** with a **burner**. The burner **makes D6 attacks** instead of D3 this phase

INDISCRIMINATE DAKKA - 1cp (ss)

- Use **after firing Overwatch** with **one** of your models. You can immediately **fire Overwatch** again.

WAAAGH! - 2cp (ss)

- Use when it is **your turn to move** in the **Movement phase** and your **Leader** is on the Battlefield and not shaken. For the duration of that phase, **add 1"** to the **Move** characteristics of **all models** in your kill team, and **add 1** to their **Advance** and **Charge** rolls.

ITCHIN' FOR A FIGHT! - 2cp (ss)

- Use when you **choose a model** in your kill team to **fight** in the **fight phase**. You can make **one additional attack** with that model **for each enemy model within 1"** of it.

if every model in your kill team has the T'AU EMPIRE Faction keyword, you can use T'au Empire Tactics.

RECON SWEEP - 1cp

- Use in the **Shooting phase** when you pick a **PATHFINDER** from your kill team to **shoot**. **Instead** of shooting, that model can immediately **make a normal move** as if it were the Movement phase, but instead of moving up to their Move characteristic they **move up to 2D6"**.

STIMULANT INJECTOR - 1cp

- Use when **a model** from your kill team (**other than a DRONE**) **loses a wound**. Roll a **D6** for that wound, and each other wound lost by that model for the rest of the phase; on a **5+** that **wound is not lost**.

BREACH AND CLEAR - 1cp

- Use in your turn in the **Shooting phase**, when a **FIRE WARRIOR BREACHER** from your kill team **targets an enemy** model that is **obscured**. **Re-roll failed wound rolls** made for the FIRE WARRIOR BREACHER against that enemy model until the end of this phase.

UPLINKED MARKERLIGHT - 2cp

- Use **after an enemy** model has been **hit by a markerlight** fired by a model from your kill team. **Place D3+1 markerlight** counters next to that model **instead of only 1**.

Markerlights:

- If a model fires a markerlight, **it cannot fire any other weapons** in that phase.
- When a model is hit by a markerlight, place a counter next to it for the remainder of the phase.
- The table below describes the benefits models from your kill team receive when shooting at a model that has markerlight counters. **All benefits are cumulative**

MARKERLIGHT TABLE

MARKERLIGHTS	BENEFIT
1	You can re-roll hit rolls of 1 for attacks that target this model.
2	Add 1 to hit rolls for attacks that target this model if it is obscured .
3	Models attacking this model do not suffer the penalty for moving and firing Heavy weapons or Advancing and firing Assault weapons
4+	Add 1 to hit rolls for attacks that target this model.

If every model in your kill team has the TYRANIDS Faction keyword, you can use Tyranids Tactics.

CAUSTIC BLOOD - 1cp

- Use this Tactic when a **model** from your kill team **loses a wound** in the **Fight phase**. Roll a **D6** for **each enemy model within 1"** of that model. On a **6** that **enemy** model suffers **1 mortal** wound after all of its attacks have been resolved.

SCORCH BUGS - 1cp

- Use this Tactic when a **Termagant** with a **fleshborer** from your kill team is chosen to **shoot** in the **Shooting phase**. **Add 1 to wound rolls** for that model until the end of the phase.

LURK - 1cp

- Use this Tactic in the **Movement phase**. Pick a **model** from your kill team that has **not yet moved**. That model **may not move this phase**, but for the rest of the battle round, **if this model is obscured**, **shooting attacks** that target this model suffer an **additional -1** modifier to their **hit rolls**.

FEEDER TENDRILS - 1cp

- Use this Tactic when a **GENESTEALER** or **LICTOR** from your kill team takes an **enemy Leader out of action** in the **Fight phase**. **Gain D3 Command Points**.

METABOLIC OVERDRIVE - 2cp

- Use this Tactic in the **Movement phase**, after moving a model from your kill team. You can **make a second move** with that model, but if you do, the model **cannot shoot** this battle round. In addition, roll a **D6**; on a **1** the model suffers **1 mortal** wound.

HUNTING ROAR - 2cp

- Use this Tactic when a **TYRANID WARRIOR** from your kill team **finishes a charge** move **within 1"** of any enemy models. You can **re-roll failed hit rolls** for models from your kill team **within 6"** of that **Tyranid Warrior** in the **Fight phase** in this battle round.

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PREDATORY LEAP - 1cp (ss)

- Use **before making a charge roll** for a model from your kill team. **Treat** that model as if it could **FLY** when making its charge move.

LEGACY OF YMGARL - 1cp (ss)

- Use when you choose a **GENESTEALER** in your kill team to **fight** in the **Fight phase**. **Re-roll failed wound rolls** for that model until the end of the phase.

SINGLE-MINDED ANNIHILATION - 1 or 2cp (ss)

- Use **after a model** from your kill team **shoots** in the **Shooting phase**. You can immediately **shoot an additional time** with that model. This Tactic **costs 1 Command Point to use**, or **2 Command Points if used on a TYRANID WARRIOR**.

IMPLANT ATTACK - 2cp (ss)

- Use **before an Injury roll** is made for an **enemy** model that was **reduced to 0 wounds** by a model from your Kill Team in the **Fight phase**. Apply a **+ 2 modifier** to the **Injury roll**.

RAPID REGENERATION - 2cp (ss)

- Use when a **model** from your kill team is taken **out of action**. Roll a **D6**. On a **4+** that model is treated as if it had suffered a **flesh wound instead**.

ADRENALINE SURGE - 2cp (ss)

- Use at the **end of the Fight phase**. Pick a model from your kill team. That model can immediately **fight an additional time**.

If every model in your kill team has the GENESTEALER CULTS Faction keyword, you can use Genestealer Cults Tactics

STRENGTH OF FAITH - 1cp

- Use when a **model** from your kill team **suffers a mortal wound** in the **Psychic phase**. Roll a **D6** for that mortal wound, and each other mortal wound suffered by that model until the end of the phase. On a roll of **5+** that **wound is ignored** and has no effect.

INDUSTRIAL BRUTALITY - 1cp

- Use **after making attacks** with a model **armed** with a **heavy rock drill**, **heavy rock saw** or **heavy rock cutter** in the **Fight phase**. Roll a **D6**. On a **4+** that model may **immediately fight again**

UNNATURAL SENSES - 1cp

- Use when a **model** from your kill team is **declared** as a **target of a charge**. That model may **fire Overwatch** at the charging model, **even** if the charging model is **not visible** to it. The target is treated as **obscured**.

INHUMAN REFLEXES - 1cp

- Use when a **model** from your kill team **fails a Falling test**. It **doesn't suffer falling damage**, and **won't fall on another model**. If it would, instead place this model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model.

DENSITY ANALYSIS LENSES - 2cp

- Use when you **choose a model** in your kill team to **shoot** in the **Shooting phase**. **Add 1 to hit rolls** for that model against targets which are **obscured**.

FRENZIED HAMMERING - 2cp

- Use when an **ABERRANT** from your kill team **armed** with a **power hammer** attacks in the **Fight phase**. **Increase** that model's **Attacks** characteristic by **D3** until the end of the phase, but **subtract 1** from **hit rolls** for that model's attacks until the end of the phase.

.....
MESMERISING BAZE - 1cp (ss)

- Use at the **beginning of the Fight phase**. Pick an **enemy model within 1"** of a model from your kill team and **roll a dice**. On a **4+** **subtract 1** from **that model's Attack** characteristic (to a minimum of 1) until the end of phase.

ACIDIC SPIT - 1cp (ss)

- Use at the **beginning of the Shooting phase**. Pick an **enemy model within 1"** of a model from your kill team and roll a dice. On a **5+** that enemy model **suffers 1 mortal wound**.

TOXIN GLAND - 1cp (ss)

- Use when you pick a **HYBRID METAMORPH** from your kill team to **fight** in the **Fight phase**. **Add 1 to wound rolls** for that model's **rending claw** or **metamorph talon** until the end of phase

RAISE THE ICON - 1cp (ss)

- Use at the **start of the Fight phase**. Pick a **model** from your kill team **equipped** with a **cult icon**. **Increase the range** of that models **Cult Icon** ability to **12"** until the end of the phase.

I LIKE TO KEEP THIS HANDY... - 1cp (ss)

- Use at the **start of the Shooting phase**. Pick a **model** from your kill team **armed** with a **shotgun**. **Change the shotgun's Type** to **Pistol 2** until the end of phase

SEISMIC BLAST - 2cp (ss)

- Use when you **chose a model** in your kill team to **shoot** with the **short-wave profile** of a **seismic cannon**. If an attack for the weapon **hits**, **roll a dice** for **each other model within 2"** of the target model. On a **5+** that **model is shaken**.

TACTICAL RE-ROLL - 1cp

- **Re-roll** a single **Advance roll**, **charge roll**, **Psychic test**, **Deny the Witch test**, **hit roll**, **wound roll**, **saving throw**, **Injury roll** or **Nerve test**.

DECISIVE MOVE - 1cp

- Use at the **start of the Movement phase**. Pick a **model** from your kill team and **make a move** with it **before any other models** (*including an Advance move, Fall Back move or charge attempt if you wish*). If another player uses this Tactic, roll off: the winner goes first.

INSANE BRAVERY - 1cp

- Use **before taking any Nerve tests** in the **Morale phase**. You can **automatically pass** a **single Nerve test** for a model from your kill team

GRITTED TEETH - 1cp

- Use when you **choose a model** with **one or more flesh wounds** to **shoot** in the **Shooting phase** or **fight** in the **Fight phase**. Until the end of the phase, this model's **attacks do not suffer any penalty** to their **hit rolls** from this model's **flesh wound(s)**

DECISIVE SHOT - 2cp

- Use at the **start of the Shooting phase**. Pick a **model** from your kill team that is eligible to shoot and **shoot** with it **before any other models**. If another player uses this Tactic, roll off: the winner goes first.

DECISIVE STRIKE - 2cp

- Use at the **start of the Fight phase**. Pick a **model** from your kill team that is eligible to fight and **fight** with it **before any other models**. If another player uses this Tactic, roll off: the winner goes first.

MACHINE GLITCH - 1cp

- Use when a **player attempts to open or close a door** if a **GLITCHING** from your kill team that is not shaken is **within 1"** of that door or **doorway**. **Add 3** to your **dice result when rolling off** to determine if that door opens (or remains closed) or if it closes (or remains open).

CORRUPTION AND DECAY - 2cp

- Use at the **start of the Fight phase**. Choose an **enemy model within 3"** of a **model** from your kill team. Until the end of the phase, **subtract 1** from that **enemy models Toughness** characteristic.

RANCID VOMIT - 2cp

- Use at the **start of the shooting phase**. Choose a **NIGHTMARE HULK** model from your kill team and then choose an **enemy model within 6"** of and visible to it. **Roll three D6**; for each roll of **5+** that **enemy model suffers 1 mortal wound**

GELLERSHIFT - 2cp

- Use in the **Movement phase before** making a **normal move** with a **GELLERPOX MUTANT** from your kill team. **Remove that model from the battlefield, then set it up** anywhere on the battlefield that is **more than 4"** from any enemy models. **It cannot move further in this phase.**

TWISTED BLESSINGS - 2cp

- Use at the **end of the Movement phase**. Choose a **NIGHTMARE HULK** model from your kill team that has **one or more flesh wounds** and roll a **D6**; on a **4+** **one flesh wound is removed** from that model.

VEMININOID INFESTATION - 3cp

- Use at the **end of the Movement phase**. **Set up a MUTOID VERMIN** model on the battlefield **anywhere that is wholly within 6"** of a **GELLERPOX INFECTED** model from your kill team and **more than 6"** from any **enemy models**. This **MUTOID VERMIN** model is **added** to your kill team until the **end of the mission**, but is **ignored** for the purposes of **determining** whether your kill team is **broken**. At the end of the battle, remove all models added to your kill team through this Tactic before determining who has won the mission.

COMBAT MEDICINE - 1cp

- Use **after using SANISTASIA MINST's Healing Serum** ability (whether or not the ability was successful). You can immediately **use that ability** for a **second time this phase**, either on a different model or the same model again.

PRIORITY OBJECTIVE IDENTIFIED - 1cp

- Use at the **end of the Movement phase** if **LARSEN VAN DER GRAUSS** is **within 3"** of an **objective marker** and not shaken. Until the **end of the battle round**, add **1** to his **saving throws and Attacks** characteristic.

KILLING STRIKES - 2cp

- Use **before KNOSSO PROND** is chosen to **fight** with in the **Fight phase**. Until the end of the phase, the **Damage** characteristic of her **power blade** is **increased to D3**.

EXECUTIONER SHELL - 2cp

- Use **before Voidmaster Nitsch** is chosen to **shoot** with in the **Shooting phase**. Only **make a single hit roll** with his **artificer shotgun** this phase, **but add 3 to the result**; if the hit roll is **successful**, the **enemy** model suffers **1 mortal** wound and the attack sequence ends.

VOLTAGHIEST TRANSFERANCE - 2cp

- Use in the **Movement phase** **before making a normal move** with **LARSEN VAN DER GRAUSS**. Remove this model from the battlefield then **set it up anywhere that is more than 4"** from any **enemy** models. **He cannot move further this phase**.

VOLTAGHIEST FIELD - 2cp

- Use before **LARSEN VAN DER GRAUSS** is chosen to **shoot** in the **Shooting phase**. He can **do one of the Following** **instead** of shooting normally:

- **Open or Close a door** as if he were within 1" of it,
- **Scan a terrain feature** for **Traps** (opponent/s must tell you if it is trapped or not)
- **Ignore penalties** to his **hit rolls** for the **target model being obscured** when shooting with his **voltaic pistol** this phase