

KILL TEAM LIST

ASTRA MILITARUM

CODEX: ASTRA MILITARUM

This Team List uses the special rules and wargear lists found in Codex: Astra Militarum. If a rule differs from the Codex, it will be clearly stated.

MODEL AVAILABILITY

You must adhere to the following model requirements when building your team:

- 1 Team Leader model
- 1-30 Core models
- 0-5 Special models

VOICE OF COMMAND

A number of models in this list may issue orders, this works in the same way as detailed in the Codex with the following addition: when issuing orders choose a 'primary target' for that order. If the primary target passes the Leadership test to receive that order, that model/Squad and all friendly models/Squads within 3" also count as receiving the order. For example, if the primary target of an order was a Sergeant and he passes the test to receive the order, all friendly models or Squads within 3" of him also perform that order. If a Squad is the primary target, measure 3" from all models in that unit. Furthermore, a model with the Voice of Command rule always counts as having a vox-caster.

VETERAN PROMOTION

During a campaign you (the team's Commander) have the ability to promote models to a higher rank: For every three Battle Honours a Guardsmen Squad or Veteran Squad receives you may 'promote' a single model from that Squad. The promoted model leaves the Squad and becomes a single Special model in all respects (losing the Squad special rule), keeping any Battle Honours and wargear he has. The model cannot take further Squad options, but may take items from the **Melee Weapons** and **Ranged Weapons** lists and items from the **Astra Militarum Armoury**. You may buy a replacement member for the Squad the model left as normal.

FAMOUS REGIMENTS

When you build your Kill Team you may choose for it to belong to one of the following famous regiments of the Astra Militarum, in which case all models in your Kill Team gain the special rules and effects as indicated below at the points cost stated. The exception to this are Tempestor Primes, Tempestus Scions, Tempestors, Ogryns, Bullgryns, Ratlings, Astropaths, Enginseers, Ministorum Priests, Scout Sentinels and Wydvane Psychic Choirs - do not pay extra for these models, they do not gain any bonuses from your regiment.

Attila Rough Riders (*free*)

The fierce clans of Attila supply many recruits to the Imperial Guard, forming specialist units of cavalry scouts for the armies of the Imperium. An Attila Rough Riders team may take a Rough Rider Khan as their Team Leader, may take more than five Rough Riders in their team and may also take Rough Riders as Special models.

Cadian Shock Troopers (*free*)

Located at the edge of the Eye of Terror, Cadia forms the first line of defence against Chaos incursions. Models in a Cadian Shock Trooper team gain the Hatred (Chaos Space Marines) special rule. In addition, you may take 'Whiteshield Squads' which use the same rules as Conscript Squads but gain +1 to both BS and Leadership at an additional 5 pts cost for the entire Squad.

Catachan Jungle Fighters (*1 pt per model*)

Catachans have a well-deserved reputation as the deadliest jungle-warfare experts in the galaxy. Models in a Catachan Jungle Fighters team have the Move Through Cover and Stealth (Jungle) special rules.

Death Korps of Krieg (*2 pts per model*)

Indoctrinated from birth in the martial traditions of the Korps, all Death Korps soldiers are experts with the bayonet and are die hard warriors. All Death Korps models gain +1 WS and the Stubborn special rule.

Elysian Drop Troops (*2 pts per model*)

The Elysian Drop Troops are known for their deployment via grav-chutes from Valkyries at high altitudes. Models in an Elysian Drop Troop team gain the Deep Strike rule (see the Built-up Area rule in the Kill Team rules).

Mordian Iron Guard (*1 pt per model*)

The planet Mordian has bred a regimental system dedicated to the chain of command and an iron discipline at all levels. All Mordian Iron Guard models automatically pass Fear and Pinning tests.

Tallarn Desert Raiders (*1 pt per model*)

Tallarn are mobile guerrilla fighters, evasive and opportunistic, and are masters of hit-and-run warfare. All Tallarn Desert Raiders have the Hit & Run special rule.

Vostroyan Firstborn (*1 pt per model*)

The eldest son of every Vostroyan family must enlist in the Firstborn regiment; few regiments have a stronger brotherly bond. Models in a Vostroyan Firstborn team may Overwatch if they are within 6" of a friendly model who is being charged instead of the usual 3" (see the Kill Team Overwatch rules).

TEAM LEADERS

TEAM COMMANDER										10 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Team Commander	4	4	3	3	2	3	2	8	5+	Infantry (Character)
Force Commander (upgrade)	4	4	3	3	2	3	2	9	5+	Infantry (Character)

WARGEAR:

- Flak armour
- Laspistol
- Close combat weapon
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Inspiring Presence
- Voice of Command
- Senior Officer (*Force Commander only*)

OPTIONS:

- May upgrade to a *Force Commander* for 10 pts.
- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May take any of the following:
 - Krak grenade 1 pt
 - Carapace armour 5 pts
 - Melta bomb 5 pts
 - Camo gear 5 pts
- May take items from the **Astra Militarum Armoury**, including Leader and Commander items.



TEMPESTOR PRIME										30 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Tempestor Prime	4	4	3	3	2	4	2	9	4+	Infantry (Character)

WARGEAR:

- Carapace armour
- Hot-shot laspistol
- Close combat weapon
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Inspiring Presence
- Voice of Command
- Move Through Cover
- Clarion Vox-net*
- Militarum Tempestus*

MILITARUM TEMPESTUS ORDERS:

If your team contains only Tempestor Prime, Tempestor and Tempestus Scion models at the start of a game, a Tempestor Prime may choose to use the orders out of Codex: Militarum Tempestus if you wish. If you do this you may not use orders from Codex: Astra Militarum.

Militarum Tempestus: In a team lead by a Tempestor Prime, Tempestus Scion models may be taken as Core. Tempestors must still be taken as Special.

Clarion Vox-net (Rule Amendment): Any friendly Tempestus Scions or Tempestors within 18" of the Tempestor Prime can use his Leadership for any Fear, Morale or Pinning tests.

OPTIONS:

- May take items from the **Melee Weapons** list.
- May replace hot-shot laspistol with:
 - Bolt pistol free
 - Plasma pistol 15 pts
- May take a melta bomb for 5 pts.
- May take items from the **Astra Militarum Armoury**, including Leader and Tempestus items.

RESTRICTION: May only be taken by an Attila Rough Rider team (see pg 1).										
ROUGH RIDER KHAN										16 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Rough Rider Khan	4	3	3	3	2	3	2	8	5+	Cavalry (Character)

WARGEAR:

- Flak armour
- Laspistol
- Close combat weapon
- Hunting lance
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Inspiring Presence
- Voice of Command

OPTIONS:

- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May take any of the following:
 - Carapace armour 5 pts
 - Melta bomb 5 pts
- May take items from the **Astra Militarum Armoury**, including Leader and Commander items.

COMMISSAR											25 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Commissar	4	4	3	3	2	3	2	9	5+	Infantry (Character)	

WARGEAR:

- Flak armour
- Bolt pistol
- Close combat weapon
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Inspiring Presence
- Stubborn
- Summary Execution*
- Aura of Discipline*

Aura of Discipline (Rule Amendment): Any friendly model within the Inspiring Presence radius of the Commissar gains the Stubborn special rule.

OPTIONS:

- May take items from the **Melee Weapons** list.
- May replace bolt pistol with:
 - Boltgun *free*
 - Plasma pistol *15 pts*
- May take any of the following:
 - Carapace armour *5 pts*
 - Melta bomb *5 pts*
 - Camo gear *5 pts*
- May take items from the **Astra Militarum Armoury**, including Leader and Commissar items

Summary Execution (Rule Amendment): If a friendly model within the Inspiring Presence radius of the Commissar fails a Fear, Morale or Pinning test the Commissar will automatically execute it. If it is a Squad that has failed the test, choose one model out of the unit. The executed model is removed as a casualty. For the rest of that turn, all friendly Astra Militarum models may re-roll failed Fear, Morale or Pinning tests. If the executed model was part of a Squad, the Squad is treated as having passed the test they just failed. You may only execute one model per turn.

CORE

GUARDSMEN SQUAD											25 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Guardsmen	3	3	3	3	1	3	1	7	5+	Infantry	

WARGEAR:

- Flak armour
- Lasgun
- Frag grenade

SPECIAL RULES:

- Squad (5 Guardsmen)

OPTIONS:

- One model in the Squad may replace his lasgun with one item from the **Special Weapons** list.
- One model may carry a vox-caster for *5 pts*.
- The entire Squad may have krak grenades for *5 pts*.

VETERAN SQUAD											30 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Veteran	3	4	3	3	1	3	1	7	5+	Infantry	

WARGEAR:

- Flak armour
- Lasgun
- Frag grenade

SPECIAL RULES:

- Squad (5 Veterans)

OPTIONS:

- Any model in the Squad may replace his lasgun with:
 - Shotgun *free*
 - Laspistol and close combat weapon *free*
- One model in the Squad may replace his lasgun with one item from the **Special Weapons** list.
- One model may carry a vox-caster for *5 pts*.
- The entire Squad may take any of the following:
 - Krak grenades *5 pts*
 - Carapace armour *10 pts*
 - Camo gear and snare mines *10 pts*

STANDARD BEARER UPGRADE:

One Veteran model in your team may carry a Team Standard for *10 pts*. The Team Standard counts as a 'banner' when working out combat results.

CONSCRIPT SQUAD											15 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Conscript	2	2	3	3	1	3	1	5	5+	Infantry	

WARGEAR:

- Flak armour
- Lasgun
- Frag grenade

SPECIAL RULES:

- Squad (5 Conscripts)

HEAVY WEAPONS TEAM											15 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Heavy Weapons Team	3	3	3	3	2	3	2	7	5+	Infantry	
Veteran Weapons Team (upgrade)	3	4	3	3	2	3	2	7	5+	Infantry	

WARGEAR:

- Flak armour
- Lasgun
- Frag grenade

SPECIAL RULES:

- Heavy Weapons Team

OPTIONS:

- Must take one item from the **Heavy Weapons** list.
- May upgrade to a *Veteran Weapons Team* for 5 pts.
- May take a *krak grenade* for 1 pt.

SERGEANT											5 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Sergeant	3	3	3	3	1	3	2	8	5+	Infantry (Character)	
Veteran Sergeant (upgrade)	3	4	3	3	1	3	2	8	5+	Infantry (Character)	

WARGEAR:

- Flak armour
- Laspistol
- Close combat weapon
- Frag grenade

SPECIAL RULES:

- Listen Up Your Maggots!

OPTIONS:

- May upgrade to a *Veteran Sergeant* for 2 pts.
- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May take any of the following:
 - *Krak grenade* 1 pt
 - *Carapace armour* 2 pts
 - *Camo gear* 2 pts
 - *Melta bomb* 5 pts

Listen Up You Maggots!: Any friendly Astra Militarum unit within 6" of the Sergeant may use his Leadership for any test. In addition, the Sergeant is a Character.

WYRDVANE PSYCHIC CHOIR											34 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Wyrdvane Psyker	2	3	2	3	1	3	1	8	5+	Infantry	

WARGEAR:

- Flak armour
- Laspistol
- Close combat weapon

SPECIAL RULES:

- Squad (3 Wyrdvane Psykers)
- Brotherhood of Psykers (Mastery Level 1)

PSYKER:

At the start of the battle the Squad generates a single Primaris Power from the either the **Biomancy**, **Divination**, **Pyromancy**, or **Telekinesis** discipline.

RESTRICTION: You may only take a maximum of five Rough Riders in your team.										
ROUGH RIDER										11 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Rough Rider	3	3	3	3	1	3	1	7	5+	Cavalry

WARGEAR:

- Flak armour
- Hunting lance
- Laspistol
- Close combat weapon
- Frag grenade

SPECIAL RULES:

- None

OPTIONS:

- One Rough Rider may replace their hunting lance with one item from the **Special Weapons** list. For every five Rough Riders in your team after the first, another model may also take an item, to a maximum of four Rough Riders with special weapons.

SPECIAL

RESTRICTION: You may only take one Tempestor for every five Tempestus Scions you take.										
TEMPESTUS SCION										12 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Tempestus Scion	3	4	3	3	1	3	1	7	4+	Infantry (Character)

WARGEAR:

- Carapace armour
- Hot-shot laspistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Move Through Cover

OPTIONS:

- One Tempestus Scion may replace their hot-shot lasgun with one item from the **Special Weapons** list. For every five Tempestus Scions in your team after the first, another model may also take an item, to a maximum of four Scions with special weapons.
- One Tempestus Scion may carry a vox-caster for *5 pts*. For every five Tempestus Scions in your team after the first, another model may take a vox-caster.
- May take items from the **Astra Militarum Armoury**, including Tempestus items.

MEDIC UPGRADE:

One Tempestus Scion model in your team may carry a Medi-pack for *15 pts*. This model and all friendly models within 6" gain the Feel No Pain special rule.

RESTRICTION: You may only take one Tempestor for every five Tempestus Scions you take.										
TEMPESTOR										22 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Tempestor	3	4	3	3	1	3	2	8	4+	Infantry (Character)

WARGEAR:

- Carapace armour
- Hot-shot laspistol
- Close combat weapon
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Move Through Cover
- Tempestor Leader*

OPTIONS:

- May take items from the **Melee Weapons** list.
- May replace hot-shot laspistol with:
 - Bolt pistol *free*
 - Plasma pistol *15 pts*
- May take a melta bomb for *5 pts*.
- May take items from the **Astra Militarum Armoury**, including Tempestor items.

Tempestor Leader: Any friendly Tempestus Scion within 6" of the Tempestor may use his Leadership for any test. In addition, the Tempestor counts as a Character.

RATLING											10 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Ratling	2	4	2	2	1	4	1	6	5+	Infantry	

WARGEAR:

- Flak armour
- Sniper rifle
- Laspistol

SPECIAL RULES:

- Infiltrate
- Stealth
- Shoot Sharp and Scarper

OGRYN											40 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Ogryn	4	3	5	5	3	2	3	6	5+	Infantry	
Ogryn Bone 'ead (upgrade)	4	3	5	5	3	2	4	7	5+	Infantry	

WARGEAR:

- Flak armour
- Ripper gun
- Frag grenade

SPECIAL RULES:

- Hammer of Wrath
- Stubborn
- Very Bulky

OPTIONS:

- One Ogryn in your team may be upgraded to an *Ogryn Bone'ead* for 10 pts.

BULLGRYN											45 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Bullgryn	4	3	5	5	3	2	3	6	4+	Infantry	
Bullgryn Bone 'ead (upgrade)	4	3	5	5	3	2	4	7	4+	Infantry	

WARGEAR:

- Carapace armour
- Grenadier gauntlet
- Slabshield
- Frag grenade

SPECIAL RULES:

- Hammer of Wrath
- Stubborn
- Very Bulky

OPTIONS:

- One Bullgryn in your team may be upgraded to a *Bullgryn Bone'ead* for 10 pts.
- May replace grenadier gauntlet and slabshield with a power maul and brute shield for 15 pts.

RESTRICTION: You may only take one Ministorum Priest in your team.											
MINISTORUM PRIEST											25 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Ministorum Priest	3	3	3	3	1	3	2	7	5+	Infantry	

WARGEAR:

- Flak Armour
- Laspistol
- Close Combat Weapon
- Frag Grenade
- Rosarius

SPECIAL RULES:

- Zealot
- War Hymns*
- Righteous Rage*

War Hymns (Rule Amendment): The model may use War Hymns as detailed in the codex. All friendly models within 6" of this model count as being within his unit when determining who is affected by a War Hymn.

OPTIONS:

- May take one of the following:
 - Autogun *free*
 - Plasma gun *15 pts*
- May take items from the **Astra Militarum Armoury**.

Righteous Rage: Any friendly models within 6" of the Ministorum Priest gain the Zealot special rule.

RESTRICTION: You may only take a maximum of two Scout Sentinels in your team.

SCOUT SENTINEL											35 Points
	WS	BS	S	FA	SA	RA	I	A	HP	Unit Type	
Scout Sentinel	3	3	5	10	10	10	3	1	2	Vehicle (Walker, Open Topped)	

WARGEAR:

- Multi-laser

SPECIAL RULES:

- Scouts
- Move Through Cover
- Non-flammable

OPTIONS:

- May replace its multi-laser with:
 - Heavy flamer *Free*
 - Autocannon *5 pts*
 - Missile launcher *5 pts*
 - Lascannon *10 pts*
 - Power Lifter* *10 pts*
- May take items from the **Astra Militarum Vehicle Equipment** list.

***Power Lifter:** A Power Lifter has the following profile:

	Range	S	AP	Type
Power Lifter	-	+2	4	Melee, Rending

RESTRICTION: You may only take one Astropath in your team.

ASTROPATH											25 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Astropath	3	4	3	3	1	3	1	7	5+	Infantry	

WARGEAR:

- Flak armour
- Close combat weapon
- Frag grenade

SPECIAL RULES:

- Psyker (Mastery Level 1)

PSYKER:

At the start of the battle the model generates a single psychic power; this can be either Psychic Shriek, Dominate, Mental Fortitude or Terrify from the **Telepathy** discipline.

OPTIONS:

- May replace close combat weapon with a laspistol for *free*.
- May take items from the **Astra Militarum Armoury**.



RESTRICTION: You may only take one Enginseer in your team.

ENGINESEER											40 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Enginseer	3	3	3	3	1	3	1	8	3+	Infantry	

WARGEAR:

- Power armour
- Laspistol
- Power axe
- Servo-arm
- Frag & Krak grenades

SPECIAL RULES:

- Awaken the Machine
- Blessings of the Omnissiah

OPTIONS:

- May take a melta bomb for *5 pts*.
- May take items from the **Astra Militarum Armoury**.

RESTRICTION: You may only take one Medic in your team.

MEDIC											20 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Medic	3	4	3	3	1	3	1	7	5+	Infantry	

WARGEAR:

- Flak armour
- Lasgun
- Frag grenade
- Medi-pack*

SPECIAL RULES:

- None

OPTIONS:

- May replace lasgun with a laspistol and close combat weapon for *free*.
- May take any of the following:
 - Krak grenade *1 pt*
 - Carapace armour *2 pts*
 - Camo gear *2 pts*
- May take items from the **Astra Militarum Armoury**.

Medi-pack: The Medic and all friendly models within 6" gain the Feel No Pain special rule.

ASTRA MILITARUM ARMOURY

REFRACTOR FIELD (Leader Only) – 15 pts

An all-enclosing energy field that partially refracts energy around the bearer. Grants the model a 5+ invulnerable save.

DUELLIST HONOURS (Leader Only) – 10 pts

The model is a master swordsman, and may re-roll any To Hit rolls of 1 when attacking with a power sword or close combat weapon.

BIONIC EYE (Leader Only) – 10 pts

The model has had his weak flesh and blood eye replaced with superior equipment. A model with a Bionic Eye has the Night Vision special rule and may re-roll any To Hit roll of 1 when shooting.

ANTAX-PATTERN ARMOUR (Leader Only) – 10 pts

This is an artificer wrought set of Carapace Armour, and confers a 4+ armour save that can be re-rolled if failed.

MASTER-CRAFTED WEAPON (Leader Only) – 10 pts

Choose a single weapon the model has to gain the Master-crafted special rule.

KHAGAN GLAIVE (Commander Only) – 20 pts

May only be taken by a Rough Rider Khan. Replaces the models Hunting Lance.

This lengthy glaive is wielded by only the greatest of Attilan chieftains. Although devastating on a charge, the glaive can still be used in a protracted melee. The Khagan Glaive has the following weapons profile:

	Range	S	AP	Type
Khagan Glaive	-	+2	3	Melee, Specialist Weapon, Impact*

*Impact: During a phase a model with this weapon charges into combat the model counts as having Initiative 10.

HONORIFICA IMPERIALIS

(Commander Only) – 15 pts

The model has received a highly coveted honour for his courage in battle. The model gains the Stubborn special rule and confers it to any friendly model within his Inspiring Presence radius.

MACHARIAN CROSS (Commander Only) – 10 pts

The Macharian Cross is a reward for successful and intelligent application of the *Tactica Imperialis* in battle. The Macharian Cross Increases the model's Inspiring Presence radius from 6" to 12".

VOSTROYAN SHOTGUN (Commander Only) – 5 pts

This highly prized, ornate double-barrelled shotgun that has the following weapons profile:

	Range	S	AP	Type
Vostroyan Shotgun	12"	4	5	Assault 2, Twin-linked, Strikedown

RUTHLESS BASTARD (Commissar Only) – 15 pts

This Commissar has a reputation. When the Commissar executes someone, all friendly models in the Astra Militarum team also gain the Stubborn special rule until the end of the turn.

COMMAND STAFF (Tempestus Only) – 20 pts

Tempestor Prime only.

The command staff is a sign of the Tempestor Prime's authority, and has the following profile:

	Range	S	AP	Type
Command Staff	-	+2	4	Melee, Concussive, Master-crafted, Shred

TEMPESTUS STANDARD (Tempestus Only) – 15 pts

Maximum of one per team.

The model and all friendly Tempestus Scion, Tempestor and Tempestor Prime models within 12" of the model with the Tempestus Standard may re-roll failed Morale and Pinning tests. The Tempestus Standard counts as a 'banner' when working out combat results.

GRAV-CHUTE (Tempestus Only) – 5 pts

The grav chute is a passive gravitic repeller that enables the wearer to float from a great height and land softly. The model gains the Deep Strike special rule, and may use it in missions with the Built-up Area rule. In addition, this model never takes falling damage.

HOT-SHOT POWER PACK – 10 pts

The Hot-shot pack is an especially powerful version of the standard las power pack. Any shot from a laspistol or lasgun fired by the bearer becomes AP3 but reduces its maximum range by 6".

BIO-SCANNER – 10 pts

A bio-scanner detects life signs within the proximity of the user. If any Infiltrating models set up within the model's weapon range, you may take a round of shooting at a single infiltrating model before the battle starts.

SMOKE GRENADE – 10 pts

A smoke grenade has the following profile:

	Range	S	AP	Type
Smoke Grenade	8"	-	-	Assault 1, One Shot Large Blast, Smoke*

*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

AUSPEX – 5 pts

A model with an Auspex can use it in place of making a shooting attack. Target an enemy unit within 12". A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

INFRA-RED GOGGLES – 5 pts

A pair of goggles which allows a fighter to see the thermal images of his enemy. The model may shoot at hidden models and gains the Night Vision special rule.

CHEM-INHALER – 5 pts

Chem-inhalers are combat-drug dispensing rebreathers. The model gains the Feel No Pain (6+) special rule.

TARGETER – 5 pts

If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.