

SOLO MODE

Character Name:

Rank:

Player Name:

Chapter:

Chapter Ability Name:

Required Rank:

Effects:

Solo Ability Name:

Required Rank:

Effects:

Solo Ability Name:

Required Rank:

Effects:

Solo Ability Name:

Required Rank:

Effects:

Solo Ability Name:

Required Rank:

Effects:

Solo Ability Name:

Required Rank:

Effects:

OATH:

SQUAD DESIGNATION:

COHESION: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

Attack Patterns	Action	Cost	Sustained	Effect
Fire Support	Half / Free	1	Yes	The Kill-team concentrates suppressing fire.
Tactical Advance	Half / Free	1	Yes	The Kill-team crosses dangerous ground in concert.
Tank Buster	Free	1	No	A Space Marine distracts a target to create an opportunity.
Fire for Effect	Half	1	Yes	The Kill-team fires at targets as they appear.
Bolter Assault	Free	3	No	The Kill-team rushes forward firing their bolters.
Furious Charge	Free	3	No	The Kill-team charges an enemy in unison.
Defensive Stances	Action	Cost	Sustained	
Tactical Spacing	Full	1	Yes	The Kill-team spaces itself to react to danger.
Go to Ground	Reaction	1	No	A Space Marine calls for movement into cover.
Regroup	Full	2	No	A Space Marine calls to move the Kill-team together.
Soak Fire	Reaction	2	No	A Space Marine takes automatic fire with his Kill-team.
Dig In	Full	3	Yes	The Kill-team makes expert use of cover.
Strongpoint	Full	3	Yes	A Space Marine coordinates fire to defend a position.

Squad Mode Abilities (pg 219)

Character Name:

Player Name:

Chapter:

SQUAD MODE