

# FELLHAMMER SIEGE-HOST

6 Stratagems · 4 Enhancements



2 DP · TAKE AND HOLD

## ENHANCEMENTS (4)

### Bastion Plate

10 pts

Once per battle round, when a saving throw is failed for the bearer's unit, you can change the Damage characteristic of that attack to 0.

### Ironbound Enmity

15 pts

Each time the bearer makes an attack while within range of an objective marker, add 1 to the Wound roll.

### Warp Tracer

20 pts

In your Shooting phase, after the bearer has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

### Iron Artifice

10 pts

The bearer's weapons have the [ANTI-VEHICLE 4+] and [ANTI-FORTIFICATION 4+] abilities.

## DETACHMENT RULE

Each time a ranged attack targets a Heretic Astartes unit from your army (excluding Damned units), if the Strength characteristic of that attack is greater than the Toughness characteristic of that unit, subtract 1 from the Wound roll.

## STRATAGEMS (6/6)

1 CP

FELLHAMMER SIEGE-HOST – BATTLE TACTIC  
STRATAGEM

SHOOTING

### PITLESS CANNONADE

**When:** Your Shooting phase.

**Target:** One HERETIC ASTARTES unit from your army that has not been selected to shoot this phase.

**Effect:** Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is Below Half-strength, a successful unmodified Hit roll of 5+ scores a Critical Hit

1 CP

FELLHAMMER SIEGE-HOST – BATTLE TACTIC  
STRATAGEM

SHOOTING

### POINT-BLANK DESTRUCTION

**When:** Your Shooting phase

**Target:** One HERETIC ASTARTES unit from your army that is within Engagement Range of one or more enemy units and has not been selected to shoot this phase.

**Effect:** Until the end of the phase, your unit's ranged weapons (excluding Blast weapons) have the [PISTOL] ability.

1 CP

FELLHAMMER SIEGE-HOST – STRATEGIC PLOY  
STRATAGEM

SHOOTING

### STEADFAST DETERMINATION

**When:** Your opponent's Shooting phase, just after an enemy unit has selected its targets.

**Target:** One HERETIC ASTARTES unit from your army (excluding DAMNED units) that was selected as the target of one or more of the attacking unit's attacks.

**Effect:** Until the end of the phase, models in your unit have the Feel No Pain 5+ ability.

1 CP

FELLHAMMER SIEGE-HOST – STRATEGIC PLOY  
STRATAGEM

CHARGE

### SIEGECRAFT

**When:** Start of your opponents Charge phase.

**Target:** One HERETIC ASTARTES unit from your army.

**Effect:** Until the end of the phase, each time an enemy unit selects your unit as a target of a charge, subtract 2 from the Charge roll (this is not cumulative with any other negative modifiers to that Charge roll).

1 CP

FELLHAMMER SIEGE-HOST – EPIC DEED STRATAGEM

FIGHT

### BRUTAL ATTRITION

**When:** Fight phase, just after an enemy unit has selected its targets.

**Target:** One HERETIC ASTARTES INFANTRY unit from your army (excluding DAMNED units) 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 melee attack is allocated to your unit, after the attacking unit has finished making its attacks, roll one D6 (to maximum of six D6 per attacking unit): for each 4+, the attacking unit suffers 1 mortal wound.

1 CP

FELLHAMMER SIEGE-HOST – BATTLE TACTIC  
STRATAGEM

FIGHT

### PERSISTENT ASSAILANTS

**When:** Fight phase.

**Target:** One HERETIC ASTARTES unit from your army that was selected as the target of one or more attacks this phase and has not been selected to fight this phase.

**Effect:** Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Hit roll, and if your unit is Below Half-strength you can re-roll the Wound roll as well.