

GRAV-ASSAULT FORCE

3 Stratagems · 2 Enhancements



1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Combat Deployment

20 pts

When a friendly Adeptus Custodes unit is selected to make a disembark move from this unit, until the end of the turn:

- That unit can re-roll charge rolls.
- Enemy units cannot target that unit with snap shooting attacks.

Anti-Gravitic Mobility

15 pts

When this unit makes a fall-back move, that fall-back move does not prevent this unit from being eligible to shoot.

DETACHMENT RULE

Friendly Grav-Assault units have 4+ InSv against ranged attacks.

STRATAGEMS (3/3)

1 CP

GRAV-ASSAULT FORCE STRATAGEM

SHOOTING

ADVANCED STABILISERS

When: Your Shooting phase, when a friendly grav-assault unit is selected to shoot.

Target: That GRAV-ASSAULT unit.

Effect: Your unit's ranged attacks have [Assault].

1 CP

GRAV-ASSAULT FORCE STRATAGEM

SHOOTING

INEVITABLE ANNIHILATION

When: Your Shooting phase, when a friendly grav-assault unit is selected to shoot.

Target: That GRAV-ASSAULT unit.

Effect: Your unit can ignore modifiers to your unit's: BS. Hit rolls.

1 CP GRAV-ASSAULT FORCE STRATAGEM ANY

VICTORY BEFORE DEATH

When: Any phase, when a friendly grav-assault unit within range of an objective is destroyed.

Target: That GRAV-ASSAULT unit. You can target that unit with this stratagem even though it is destroyed.

Effect: Select one objective that: Your unit was controlling when it was destroyed. Has no enemy units (excluding AIRCRAFT units) within range of it. That objective is secured.