

ORDO XENOS ALIEN HUNTERS

6 Stratagems · 4 Enhancements

 2 DP · PURGE THE FOE

ENHANCEMENTS (4)

Universal Anathema

10 pts

Melee weapons equipped by the bearer have the [ANTI-INFANTRY 2+] and [ANTI-MONSTER 4+] abilities

Blackweave Shroud

15 pts

The bearer has the Feel No Pain 4+ ability.

Beacon Angelis

30 pts

Models in the bearer's unit have the Deep Strike ability. In addition, you can target the bearer's unit with the Rapid Ingress Stratagem for OCP.

Amulet of Auto-chastisement

25 pts

At the start of your opponent's Shooting phase, select one enemy VEHICLE unit (excluding TITANIC units) within 12" of and visible to the bearer. That unit must take a Leadership test. If that test is passed, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll. If that test is failed, that unit is not eligible to shoot this phase.

DETACHMENT RULE

At the start of your Command phase, you can select one of the Mission Tactics found below. Until the start of your next Command phase, that Mission Tactic is active and its effects apply to all Deathwatch units in your army. Each Mission Tactic can only be selected once per battle.

Furor Tactics

While this Mission Tactic is active, weapons equipped by Deathwatch units from your army have the [SUSTAINED HITS 1] ability.

Malleus Tactics

While this Mission Tactic is active, weapons equipped by Deathwatch units from your army have the [LETHAL HITS] ability.

Purgatus Tactics

While this Mission Tactic is active, each time a Deathwatch model from your army makes an attack, on a Critical Wound, that attack has the [PRECISION] ability.

STRATAGEMS (6/6)

1 CP ALIEN HUNTERS – STRATEGIC PLOY STRATAGEM **COMMAND**

ADAPTIVE TACTICS

When: Your Command phase.

Target: One DEATHWATCH unit from your army.

Effect: Select the Furor Tactics, Malleus Tactics or Purgatus Tactics. Until the start of your next Command phase, that Deathwatch Mission Tactic is active for your unit instead of any other Deathwatch Mission Tactic that is active for your army, even if you have already selected that Deathwatch Mission Tactic this battle.

1 CP ALIEN HUNTERS – BATTLE TACTIC STRATAGEM **SHOOTING**

ARMOUR OF CONTEMPT

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

Target: One DEATHWATCH unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP ALIEN HUNTERS – WARGEAR STRATAGEM SHOOTING

DRAGONFIRE ROUNDS

When: Your Shooting phase.

Target: One DEATHWATCH INFANTRY unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT] and [IGNORES COVER] abilities.

Restriction: You cannot select any units that have already been targeted with either the Kraken Rounds or Hellfire Rounds Stratagems this phase.

1 CP ALIEN HUNTERS – WARGEAR STRATAGEM SHOOTING

HELLFIRE ROUNDS

When: Your Shooting phase.

Target: One DEATHWATCH INFANTRY unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons (excluding Devastating Wounds weapons) equipped by models in your unit have the [ANTI-INFANTRY 2+] and [ANTI-MONSTER 5+] abilities.

Restriction: You cannot select any units that have already been targeted with either the Kraken Rounds or Dragonfire Rounds Stratagems this phase.

1 CP ALIEN HUNTERS – WARGEAR STRATAGEM SHOOTING

KRAKEN ROUNDS

When: Your Shooting phase.

Target: One DEATHWATCH INFANTRY unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, improve the Armour Penetration characteristic of ranged weapons equipped by models in your unit by 1 and improve the Range characteristic of those weapons by 6".

Restriction: You cannot select any units that have already been targeted with either the Dragonfire Rounds or Hellfire Rounds Stratagems this phase.

1 CP ALIEN HUNTERS – STRATEGIC PLOY STRATAGEM FIGHT

RAPID TACTICAL RELOCATION

When: End of your opponent's Fight phase.

Target: One INQUISITOR or DEATHWATCH INFANTRY unit from your army.

Effect: Remove your unit from the battlefield. In the Reinforcements step of your next Movement phase, set your unit up anywhere on the battlefield that is more than 8" horizontally away from all enemy models.

Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.