

STEEL HAMMER

6 Stratagems · 4 Enhancements

 2 DP · PURGE THE FOE

ENHANCEMENTS (4)

Battalion Commander 30 pts

Astra Militarum Titanic Character model only. The bearer has the Voice of Command ability and the Officer keyword, and can issue up to 2 Orders to Astra Militarum Titanic and Squadron units.

Titan Killer 20 pts

Astra Militarum Titanic Character model only. Each time the bearer makes a ranged attack, you can re-roll the Damage roll.

Assault Hatches 25 pts

Astra Militarum Titanic Character Transport model only. Each time a unit disembarks from the bearer after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Engine Speaker 15 pts

Astra Militarum Tech-Priest Enginseer model only. Each time the bearer uses its Ommissiah's Blessing ability, until the start of your next Command phase, add 3" to the Move characteristic of the selected Vehicle model.

DETACHMENT RULE

Each time an Astra Militarum Titanic or Astra Militarum Squadron unit from your army is selected to shoot, models in that unit can target enemy units within Engagement Range of that unit (including with Blast weapons), provided no other friendly units are also within Engagement Range of that enemy unit. When doing so, such models do not suffer the penalty to their Hit rolls for being within Engagement Range of one or more enemy units (excluding attacks made with Indirect Fire weapons).

STRATAGEMS (6/6)

1 CP STEEL HAMMER – STRATEGIC PLOY STRATAGEM **MOVEMENT**

IMPOSING ARRIVAL

When: Reinforcements step of your Movement phase, from the second battle round onwards.

Target: One Astra Militarum Titanic unit from your army that is in Reserves.

Effect: Set up your unit on the battlefield, wholly within 8" of the battlefield edge and more than 6" horizontally away from all enemy units.

2 CP STEEL HAMMER – BATTLE TACTIC STRATAGEM **SHOOTING**

ACCURACY UNDER PRESSURE

When: Your Shooting phase.

Target: One ASTRA MILITARUM 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, you can re-roll the Hit roll.

1 CP STEEL HAMMER – STRATEGIC PLOY STRATAGEM **SHOOTING**

SHATTERING SALVO

When: Your Shooting phase, just after an Astra Militarum Titanic unit from your army has shot.

Target: That ASTRA MILITARUM TITANIC unit.

Effect: 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.

1 CP STEEL HAMMER – STRATEGIC PLOY STRATAGEM **SHOOTING**

WITHERING FIREPOWER

When: Your Shooting phase, just after an Astra Militarum Vehicle unit from your army has shot.

Target: That ASTRA MILITARUM VEHICLE unit.

Effect: Select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test, subtracting 1 from that test.

1 CP STEEL HAMMER – STRATEGIC PLOY STRATAGEM **CHARGE**

ADAMANTINE BEHEMOTH

When: Your Movement phase or your Charge phase.

Target: One Astra Militarum Vehicle unit from your army that has not been selected to move or charge this phase.

Effect: Until the end of the phase, each time your unit makes a Normal, Advance or Charge move, it can move horizontally through terrain features.

1 CP STEEL HAMMER – EPIC DEED STRATAGEM **FIGHT**

ENGINE OF WRATH

When: Fight phase.

Target: One Astra Militarum Titanic unit from your army that has not been selected to fight this phase.

Effect: Select one enemy unit within Engagement Range of your unit. Until the end of the phase, add 6 to the Attacks characteristic of melee weapons equipped by models in your unit, improve the Armour Penetration characteristic of those weapons by 2, and each time a model in your unit fights, it can only target that enemy unit.