

FIST OF THE GOD-EMPEROR

3 Stratagems · 2 Enhancements



1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Oathbound Exemplar

10 pts

Adeptus Astartes Infantry unit only. When this unit is selected to make an advance/fall-back move, that advance/fall-back move does not prevent this unit from being eligible to start an action.

Righteous Fervour (Upgrade)

15 pts

Crusader Squad only. This unit can re-roll Advance rolls.

DETACHMENT RULE

Each time a friendly Crusader Squad unit makes a surge move, instead of selecting a surge target, you can select the closest objective to that unit. When that unit makes that surge move, each model in that unit must end that surge move as close as possible to that objective instead.

Restrictions: Your army can include BLACK TEMPLARS units, but it cannot include any ADEPTUS ASTARTES units drawn from any other Chapter.

STRATAGEMS (3/3)

1 CP

FIST OF THE GOD-EMPEROR STRATAGEM

COMMAND

DOCTRINAL FLEXIBILITY

When: Your Command phase.

Target: One friendly Crusader Squad unit.

Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP

FIST OF THE GOD-EMPEROR STRATAGEM

SHOOTING

ANGELS DEFIANT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly CRUSADER SQUAD unit.

Target: That CRUSADER SQUAD unit.

Effect: Attacks that target your unit with a S greater than your unit's T have -1 to wound rolls.

1 CP FIST OF THE GOD-EMPEROR STRATAGEM

FIGHT

AVOWED DESTRUCTION

When: The Fight phase, when a friendly CRUSADER SQUAD unit is selected to fight.

Target: That CRUSADER SQUAD unit.

Effect: Your unit's melee attacks: Have [LETHAL HITS]. Or: Have [SUSTAINED HITS 1].