

WRATH OF THE ROCK

6 Stratagems · 4 Enhancements



2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Deathwing Assault

15 pts

Deathwing model with the Deep Strike ability only. In your first Movement phase, this unit can make an ingress move.

Tempered in Battle (Aura)

10 pts

Adeptus Astartes model only. Friendly Adeptus Astartes units within 6" of this model can re-roll leadership rolls.

Lord of the Ravenwing

15 pts

Ravenwing model only. This unit can re-roll charge rolls.

Ancient Weapons

20 pts

Adeptus Astartes model only. This model's melee attacks:

- Have +2 S.
- Have +1 AP

DETACHMENT RULE

Each time an attack targets an Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army, 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

WRATH OF THE ROCK STRATAGEM

COMMAND

LION'S WILL

When: Command phase.

Target: One friendly ADEPTUS ASTARTES unit that is within range of an objective.

Effect: Your unit has +1 OC until the end of the turn.

1 CP

WRATH OF THE ROCK STRATAGEM

COMMAND

TACTICAL MASTERY

When: Your Command phase.

Target: One friendly Deathwing/Ravenwing unit.

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

1 CP WRATH OF THE ROCK STRATAGEM **SHOOTING**

RELICS OF THE DARK AGE

When: Your Shooting phase, when a friendly Adeptus Astartes Infantry/Mounted unit is selected to shoot.

Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.

Effect: Your unit's ranged attacks have +2 S.

1 CP WRATH OF THE ROCK STRATAGEM **CHARGE**

KNIGHTS OF IRON

When: Your Movement/Charge phase, when a friendly Ravenwing unit is selected to move or declares a charge.

Target: That RAVENWING unit.

Effect: Your unit has Mobile.

1 CP WRATH OF THE ROCK STRATAGEM **FIGHT**

INESCAPABLE JUSTICE

When: The Fight phase, when a friendly Adeptus Astartes unit is selected to fight.

Target: That Adeptus Astartes unit.

Effect: Your unit's melee attacks have [Precision].

1 CP WRATH OF THE ROCK STRATAGEM **ANY**

IN SACRIFICE, VICTORY

When: Any phase, when a friendly Deathwing/Ravenwing unit within range of an objective is destroyed.

Target: That DEATHWING/RAVENWING unit. You can target that unit with this stratagem even though it is destroyed.

Effect: Select one objective: That no enemy units (excluding AIRCRAFT units) are within range of. That your unit was controlling at the end of the previous phase. That objective is secured.