IMPERIUM - IMPERIAL FISTS

CERAMITE SENTINELS

6 Stratagems · 4 Enhancements

2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Honour Indefatigable — 10 pts

Gravis model only. (Once per battle, per army) At the end of a phase in which this model is destroyed, roll one D6:

▪ On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed, unengaged, with 3 wounds remaining.

Castellum Omnivox — 10 pts

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

Spy-skull Datalink — 10 pts

Adeptus Astartes unit only. This unit's ranged weapons have [IGNORES COVER].

Defensive Mastery — 10 pts

Adeptus Astartes model only. When both players have deployed their armies, you can redeploy up to three friendly Adeptus Astartes Infantry units. When doing so, you can set those units up in strategic reserves, regardless of how many units are already in strategic reserves.

DETACHMENT RULE

- While a friendly Adeptus Astartes unit is within a terrain area, that unit's attacks can re-roll wound rolls of 1.
- Friendly Adeptus Astartes units are entrenched while all of the following apply:
- That unit is within a terrain area.
- That unit was not set up this turn.
- No model in that unit moved more than 3" this turn.
- Friendly Darnath Lysander/Tor Garadon units have the following ability:

Defensive Mastery: At the start of each phase, this unit is entrenched.

Darnath Lysander's/Tor Garadon's unit is always entrenched, regardless of the conditions listed above.

Restrictions: Your army can include Imperial Fists units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

STRATAGEMS (6/6)

1 CP CERAMITE SENTINELS STRATAGEM COMMAND

UNYIELDING MIGHT

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 CERAMITE SENTINELS STRATAGEM SHOOTING

AUGMENTED TARGETING

When: Your Shooting phase or the Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to attack.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's attacks have: [LETHAL HITS]. Or: [SUSTAINED HITS 1]. Or: If your unit is entrenched, [LETHAL HITS] and [SUSTAINED HITS 1].

1 CP CERAMITE SENTINELS STRATAGEM SHOOTING

EVASIVE REPOSITIONING

When: Your opponent's Shooting phase, when an enemy unit has shot.
Target: One friendly unengaged Adeptus Astartes Infantry/Mounted unit that lost a wound as a result of those attacks.
Effect: Your unit can make a normal move of up to D6". Or: If your unit is entrenched, your unit can make a normal move of up to D3+3". Your unit is not able to embark within a TRANSPORT until the end of the turn.

1 CP CERAMITE SENTINELS STRATAGEM SHOOTING

PRIORITY STRIKE

When: Your Shooting phase or the Fight phase, when a friendly Adeptus Astartes Infantry/Mounted unit is selected to attack.

Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.

Effect: Your unit's attacks that target a MONSTER/VEHICLE unit, have +1 to wound rolls.

1 CP CERAMITE SENTINELS STRATAGEM SHOOTING

STAND TO THE END

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit (excluding MONSTER/VEHICLE units).

Target: That ADEPTUS ASTARTES unit.

Effect: Attacks that target your unit with a S greater than your unit's T have -1 to wound rolls. Or: If your unit is entrenched, attacks that target your unit have -1 to wound rolls.

1 CP CERAMITE SENTINELS STRATAGEM FIGHT

ESTABLISH SUPREMACY

When: Fight phase, when a friendly entrenched ADEPTUS ASTARTES INFANTRY unit is selected to make a consolidation move.

Target: That ADEPTUS ASTARTES INFANTRY unit.

Effect: You can select the objective consolidation mode for that consolidation move, regardless of that consolidation move's Before Moving restrictions. Designer's Note: This means your unit can move out of engagement range with enemy units, provided it meets the conditions of the objective consolidation mode.