IMPERIUM - IMPERIAL FISTS · DETACHMENT

IRONSTORM SPEARHEAD

1 DP · PURGE THE FOE

ENHANCEMENTS

Gunnery Honours (Upgrade) — **15 pts**

Adeptus Astartes Vehicle unit only (excluding Dedicated Transport/Fly/Walker units). This unit's ranged attacks have [Heavy]

Redoubtable Machine Spirit (Upgrade) — **25 pts**

Adeptus Astartes Vehicle unit only (excluding Dedicated Transport/Fly/Walker units) This unit:

- Has a 5+ InvSv
- At the end of your Command phase, heals 1 wound

DETACHMENT-REGEL

Friendly Adeptus Astartes Vehicle units' (excluding Walker units) ranged attacks can:

- Re-roll one hit roll
- Re-roll one wound roll

STRATAGEMS

1 CP — IRONSTORM SPEARHEAD STRATAGEM · WAHAPEDIA — COMMAND

MIGHT OF THE MACHINE SPIRIT

When: Your Command phase.
Target: One friendly Adeptus Astartes Vehicle unit (excluding Dedicated Transport/Fly/Walker units).
Effect: Until the start of your next Command phase, your unit can ignore modifiers to your unit's: M. BS. Hit rolls and wound rolls.

1 CP — IRONSTORM SPEARHEAD STRATAGEM · WAHAPEDIA — SHOOTING

HEADHUNTER DOCTRINE

When: Your Shooting phase, when a friendly Adeptus Astartes Vehicle unit (excluding Dedicated Transport/Fly/Walker units) is selected to shoot.
Target: That ADEPTUS ASTARTES VEHICLE unit.
Effect: Your unit's ranged attacks have [Lethal Hits: Monster/ Vehicle].

1 CP — IRONSTORM SPEARHEAD STRATAGEM · WAHAPEDIA — ANY

LAYERED CERAMITE

When: Any phase, when a friendly Adeptus Astartes Vehicle unit suffers a mortal wound.
Target: That ADEPTUS ASTARTES VEHICLE unit.
Effect: Your unit has Feel No Pain 5+ against mortal wounds.