CODEX

IMPERIUM - WHITE SCARS

classic2

INHALTSVERZEICHNIS

FRAKTIONSREGELN 5

DETACHMENTS 7

Detachments — Übersicht 7
Assault Brethren 9
Deathwatch Support 11
Devastator Brethren 13
Gauntlet Task Force 15
Gladius Task Force 17
Gravis Linebreaker Force 19
Gravis Siege Force 21
Ironclad Champions 23
Ironstorm Spearhead 25
Phobos Shadow Force 27
Phobos Shock Force 29
Spearpoint Task Force 31
Stormlance Task Force 33
Tactical Brethren 35
Tacticus Attack Force 37
Tacticus Firestorm Force 39
Terminator Storm Force 41

DATASHEETS 43

Kor'sarro Khan 43
Suboden Khan 45

PUNKTELISTE 47

FRAKTIONSREGELN

COMBAT DOCTRINES

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

TRANSHUMAN STRATEGIST

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

UEBERSICHT

Assault Brethren
Imperium's Sword, Furious Assault (Upgrade)

Deathwatch Support
Beacon Angelis

Devastator Brethren
Honour of Vigilance, Master-Forged Firearms

Gauntlet Task Force
Linebreaker Onslaught, Damocles-Class Uplink

Gladius Task Force
Artificer Armour, Laurels of Triumph, Adept of the Codex, Standard of the Emperor Ascendant

Gravis Linebreaker Force
Indefatigable Fortitude, Relentless Advance

Gravis Siege Force
Immovable Conquerors (Upgrade), Narthecis Gauntlet

Ironclad Champions
Artificer Sarcophagus (Upgrade), Venerable Champion (Aura) (Upgrade)

Ironstorm Spearhead
Gunnery Honours (Upgrade), Redoubtable Machine Spirit (Upgrade)

Phobos Shadow Force
Execute and Redeploy, Venator Omni-auspex

Phobos Shock Force
Seal of Shrouding, Venator Omni-auspex

Spearpoint Task Force
Spearpoint Paragon, Stormseer's Wisdom, Hunter's Eye, Chogorian Huntmaster (Upgrade)

Stormlance Task Force
Supercharged Engines (Upgrade), Auspex Triangulation Shrines (Upgrade)

Tactical Brethren
Laurels of Vigilance, Tactical Insight

Tacticus Attack Force
Martial Paragon, Spearpoint War Leader

Tacticus Firestorm Force

Cyber Familiar, Tempered in Battle (Aura)

Terminator Storm Force

Champion of the First Company, Corporeum Reliquary

IMPERIUM - WHITE SCARS · DETACHMENT

ASSAULT BRETHREN

1 DP · TAKE AND HOLD

ENHANCEMENTS

Imperium's Sword — **20 pts**

—

Furious Assault (Upgrade) — **10 pts**

Adeptus Astartes Infantry unit only. This unit's melee attacks have [Sustained Hits 1: non-Monster/Vehicle]

DETACHMENT-REGEL

You can select the assault doctrine one additional time per battle

STRATAGEMS

1 CP — ASSAULT BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP — ASSAULT BRETHREN STRATAGEM · WAHAPEDIA — FIGHT

DUTY IN DEATH

When: Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6, with +1 to that roll if the assault doctrine is active for your unit: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

1 CP — ASSAULT BRETHREN STRATAGEM · WAHAPEDIA — FIGHT

GENE-WROUGHT MIGHT

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's melee attacks have: [Lance]. Or: If the assault doctrine is active for your unit, [Lance] and +1 AP.

IMPERIUM - WHITE SCARS · DETACHMENT

DEATHWATCH SUPPORT

1 DP · DISRUPTION

ENHANCEMENTS

Beacon Angelis — **25 pts**

ADEPTUS ASTARTES model only. If this unit is a Kill Team unit, this unit has:

- Deep Strike.
- When you target this unit with the Rapid Ingress Stratagem, that use is -1CP.

DETACHMENT-REGEL

Friendly KILL TEAM units with this ability have the following abilities:

Furor Tactics: If the devastator doctrine is active for your unit, your unit's attacks have [SUSTAINED HITS 1].

Malleus Tactics: If the tactical doctrine is active for your unit, your unit's attacks have [LETHAL HITS].

Purgatus Tactics: If the assault doctrine is active for your unit, your unit's attacks that target an enemy unit within 9" of this unit have [PRECISION].

DEATHWATCH ALLIES

You can include Deathwatch units in your army, even though they do not have the same Chapter faction keyword as other units in your army. The combined points value of such units cannot exceed 500 points.

When mustering your army, unless otherwise stated, you cannot select a Deathwatch model to be your Warlord. In addition Kill Team units can only contain enhancements taken from this detachment.

STRATAGEMS

1 CP — DEATHWATCH SUPPORT STRATAGEM · WAHAPEDIA — SHOOTING

DRAGONFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks: Can re-roll wound rolls of 1. Have [IGNORES COVER].

1 CP — DEATHWATCH SUPPORT STRATAGEM · WAHAPEDIA — SHOOTING

KRAKEN ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks have: Have +6" R. Have +1 S.

1 CP — DEATHWATCH SUPPORT STRATAGEM · WAHAPEDIA — SHOOTING

HELLFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks (excluding [DEVASTATING WOUNDS] attacks) have [ANTI-non-VEHICLE 4+].

1 CP — DEATHWATCH SUPPORT STRATAGEM · WAHAPEDIA — FIGHT

BLACKSTAR EXTRACTION

When: End of your opponent's Fight phase.
Target: One friendly unengaged KILL TEAM unit.
Effect: Place your unit in strategic reserves.

IMPERIUM - WHITE SCARS · DETACHMENT

DEVASTATOR BRETHREN

1 DP · PURGE THE FOE

ENHANCEMENTS

Honour of Vigilance — 20 pts

Adeptus Astartes model only.

- This unit's ranged attacks have [Lethal Hits]
- If the devastator doctrine is active for this unit, this unit can re-roll advance rolls.

Master-Forged Firearms — 15 pts

Adeptus Astartes Infantry/Mounted model only. This model's ranged attacks (excluding [Psychic] attacks) have +1A, S, AP and D.

DETACHMENT-REGEL

You can select the devastator doctrine one additional time per battle.

STRATAGEMS

1 CP — DEVASTATOR BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP — DEVASTATOR BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

STORM OF FIRE

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's ranged attacks have: [Ignores Cover]. Or: If the devastator doctrine is active for your unit, [Ignores Cover] and +1 AP.

2 CP — DEVASTATOR BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

HAIL OF VENGEANCE

When: Your opponent's Shooting phase, when an enemy unit has shot, if those attacks destroyed a model in a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit shoots using normal shooting, but while doing so your unit can only target that enemy unit.

IMPERIUM - WHITE SCARS · DETACHMENT

GAUNTLET TASK FORCE

1 DP · RECONNAISSANCE

ENHANCEMENTS

Linebreaker Onslaught — **20 pts**

Adeptus Astartes Infantry model only. If this unit disembarked this turn:

- This unit can re-roll charge rolls
- Enemy units cannot target this unit with snap shooting attacks.

Damocles-Class Uplink — **15 pts**

Captain model only. In your Movement phase, if this unit is embarked within a Transport unit, you can select one friendly Adeptus Astartes Infantry unit within 6" of that Transport unit and select one combat doctrine. That combat doctrine is active for that Infantry unit.

DETACHMENT-REGEL

In your Shooting phase, when a friendly Adeptus Astartes Transport unit has shot, you can select one enemy unit hit by those attacks. That enemy unit is assailed until the end of the turn.

- While a unit is assailed, when an Adeptus Astartes unit that disembarked this turn targets that unit, those attacks have [Sustained Hits 1]

STRATAGEMS

1 CP — GAUNTLET TASK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

STORM AND SECURE

When: End of your Movement phase.
Target: One friendly Adeptus Astartes Transport unit that has an Adeptus Astartes Battleline unit embarked within it.
Effect: Select one objective your unit is controlling. That objective is secured.

1 CP — GAUNTLET TASK FORCE STRATAGEM · WAHAPEDIA — FIGHT

DUTY IS NEVER DONE

When: End of the Fight phase.
Target: One friendly unengaged Adeptus Astartes Infantry unit that was eligible to fight this phase, is wholly within 6" of a friendly Transport unit, and is eligible to embark within that TRANSPORT unit.
Effect: Your unit embarks within that TRANSPORT unit.

1 CP — GAUNTLET TASK FORCE STRATAGEM · WAHAPEDIA — ANY

AGGRESSIVE DISEMBARKATION

When: Any phase, when a friendly ADEPTUS ASTARTES unit embarked within a Transport is selected to move.
Target: That ADEPTUS ASTARTES unit.
Effect: While making that move, each model in your unit can be set up within the set-up distance of that TRANSPORT. This allows you to set up your unit within the set-up distance of your TRANSPORT, instead of wholly within that distance.

IMPERIUM - WHITE SCARS · DETACHMENT

GLADIUS TASK FORCE

3 DP · PRIORITY ASSETS

ENHANCEMENTS

Artificer Armour — 15 pts

Adeptus Astartes model only. This model has:

- 2+ Sv
- Feel No Pain 5+

Laurels of Triumph — 20 pts

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

- +1S and AP
- Or: if the assault doctrine is active for this unit, +2S and AP

Adept of the Codex — 20 pts

Captain model only. The tactical doctrine is active for this unit in addition to any other combat doctrine

Standard of the Emperor Ascendant — 25 pts

Ancient Model only. This model has:

- +1OC and Ld
- Feel No Pain 5+
- The following ability:

Ancient Exhortation (Once per battle, per army). When this unit is selected to fight, you can use this ability. If you do, this unit's melee attacks have +1A until the end of the phase.

DETACHMENT-REGEL

You can select one Combat Doctrine one additional time per battle.

STRATAGEMS

1 CP — GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA — COMMAND

ADAPTIVE STRATEGY

When: Your Command phase.
Target: One friendly ADEPTUS ASTARTES unit.
Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP — GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

RESPONSIVE TACTICS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted unit.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.
Effect: Your unit can make a normal move of up to D6".

1 CP GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA SHOOTING

STORM OF DEVASTATION

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's ranged attacks have [IGNORES COVER].

1 CP GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA FIGHT

A WORTHY DEATH

When: Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

1 CP GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA FIGHT

MIGHT OF ANGELS

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's melee attacks have [Lance].

IMPERIUM - WHITE SCARS · DETACHMENT

GRAVIS LINEBREAKER FORCE

1 DP · TAKE AND HOLD

ENHANCEMENTS

Indefatigable Fortitude — **20 pts**

Gravis model only. Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

Relentless Advance — **20 pts**

Gravis model only. This unit has Scouts 5"

DETACHMENT-REGEL

In a turn a friendly Gravis unit made a normal move, that unit's ranged attacks:

- Do not have [Heavy]
- Have +1 to hit rolls

STRATAGEMS

1 CP — GRAVIS LINEBREAKER FORCE STRATAGEM · WAHAPEDIA — SHOOTING

ANNIHILATING FORCE

When: Your Shooting phase or the Fight phase, when a friendly Gravis unit is selected to attack.
Target: That GRAVIS unit.
Effect: Your unit's attacks have [Lethal Hits].

1 CP — GRAVIS LINEBREAKER FORCE STRATAGEM · WAHAPEDIA — SHOOTING

PURGATION PUSH

When: Your Shooting phase, when a friendly Gravis unit has shot.
Target: That GRAVIS unit.
Effect: If your unit is unengaged, your unit can make a normal move of up to 5", and must end that move within range of an objective. Your unit is not eligible to declare a charge or embark within a Transport until the end of the turn.

1 CP — GRAVIS LINEBREAKER FORCE STRATAGEM · WAHAPEDIA — CHARGE

ARMOURED IMPACT

When: Your Charge phase, when a friendly Gravis unit ends a charge move.
Target: That GRAVIS unit.
Effect: When your unit ends a charge move, you can select one enemy unit engaged with your unit. If you do, roll one D6 for each model in your unit engaged with that enemy unit: For each 3+, that enemy unit suffers 1 mortal wound.

IMPERIUM - WHITE SCARS · DETACHMENT

GRAVIS SIEGE FORCE

1 DP · TAKE AND HOLD

ENHANCEMENTS

Immovable Conquerors (Upgrade) — **15 pts**

Gravis unit only. This unit has +1 OC

Narthecis Gauntlet — **20 pts**

Apothecary Biologis model only. In your Command phase, this unit heals D3+1 wounds.

DETACHMENT-REGEL

While a friendly Gravis unit is within range of an objective, attacks that target that unit with a S greater than that unit's T have -1 to wound rolls

STRATAGEMS

1 CP — GRAVIS SIEGE FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

STAND UNYIELDING

When: End of your Movement phase.
Target: One friendly Gravis unit.
Effect: Select one objective your unit is controlling. That objective is secured.

1 CP — GRAVIS SIEGE FORCE STRATAGEM · WAHAPEDIA — SHOOTING

ANNIHILATING FORCE

When: Your Shooting phase or the Fight phase, when a friendly Gravis unit is selected to attack.
Target: That GRAVIS unit.
Effect: Your unit's attacks have [Lethal Hits].

1 CP — GRAVIS SIEGE FORCE STRATAGEM · WAHAPEDIA — SHOOTING

SUPPRESSION VOLLEYS

When: Your Shooting phase, when a friendly Gravis unit has shot.
Target: That GRAVIS unit.
Effect: Select one enemy unit hit by those attacks. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.

IMPERIUM - WHITE SCARS · DETACHMENT

IRONCLAD CHAMPIONS

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Artificer Sarcophagus (Upgrade) — **40 pts**

Dreadnought unit only. Attacks that target this unit have -1D

Venerable Champion (Aura) (Upgrade) — **30 pts**

Dreadnought unit only. While a friendly Adeptus Astartes Infantry/Mounted unit is within 6" of this unit, that unit's attacks can re-roll hit rolls of 1

DETACHMENT-REGEL

Friendly Adeptus Astartes Dreadnought units can re-roll hit rolls of 1

STRATAGEMS

1 CP — IRONCLAD CHAMPIONS STRATAGEM · WAHAPEDIA — SHOOTING

MERCY IS WEAKNESS

When: Your Shooting phase or the Fight phase, when a friendly Dreadnought unit is selected to attack.
Target: That DREADNOUGHT unit.
Effect: Your unit's attacks have: [lethal hits]. Or: [Sustained Hits 1].

1 CP — IRONCLAD CHAMPIONS STRATAGEM · WAHAPEDIA — CHARGE

UPSTOPPABLE ADVANCE

When: Your Movement/Charge phase, when a friendly Dreadnought unit is selected to move or declares a charge.
Target: That DREADNOUGHT unit.
Effect: Your unit has Mobile.

1 CP — IRONCLAD CHAMPIONS STRATAGEM · WAHAPEDIA — FIGHT

ADAMANTINE TERROR

When: Start of the Fight phase.
Target: One friendly Dreadnought unit.
Effect: Each enemy unit engaged with your unit makes a battle-shock roll, with -1 to that battle-shock roll.

IMPERIUM - WHITE SCARS · 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.

IMPERIUM - WHITE SCARS · DETACHMENT

PHOBOS SHADOW FORCE

1 DP · DISRUPTION

ENHANCEMENTS

Execute and Redeploy — **25 pts**

Phobos model only. In your shooting phase, after this unit has shot, if this unit is unengaged, this unit can make a normal move of up to 6". If it does, this unit is not eligible to declare a charge until the end of the turn.

Venator Omni-auspex — **15 pts**

Phobos model only. This unit's attacks that target a hidden unit can:

- Re-roll wound rolls of 1.
- Or: If the assault doctrine is active for this unit, re-roll wound rolls of 1 and 2.

DETACHMENT-REGEL

When a Phobos or Scout Squad unit has shot:

▪ Those attacks do not prevent that unit from being hidden

▪ Or: That unit can make a normal move of up to D6". That unit is not eligible to declare a charge until the end of the turn.

STRATAGEMS

1 CP — PHOBOS SHADOW FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

MORTIS SNARES

When: End of your Movement phase.
Target: One friendly unengaged Phobos/Scout Squad unit.
Effect: If your unit is controlling an objective, that objective is snared. While an objective is snared, when an enemy unit ends a move within range of that objective, roll one D6: On a 2+, that enemy unit suffers D6 mortal wounds. That objective is no longer snared.

1 CP — PHOBOS SHADOW FORCE STRATAGEM · WAHAPEDIA — SHOOTING

STRIKE FROM THE SHADOWS

When: Your Shooting phase or the Fight phase, when a friendly hidden Phobos unit is selected to attack.
Target: That PHOBOS unit.
Effect: Your unit's attacks have: +1 S. [Lethal Hits].

1 CP — PHOBOS SHADOW FORCE STRATAGEM · WAHAPEDIA — FIGHT

TACTICAL WITHDRAWAL

When: End of your opponent's Fight phase.
Target: One friendly unengaged Phobos/Scout SQUAD unit.
Effect: Place your unit in strategic reserves.

IMPERIUM - WHITE SCARS · DETACHMENT

PHOBOS SHOCK FORCE

1 DP · DISRUPTION

ENHANCEMENTS

Seal of Shrouding — 15 pts

Phobos model only. Enemy units cannot target this unit with snap shooting attacks.

Venator Omni-auspex — 15 pts

Phobos model only. This unit's attacks that target a hidden unit can:

- Re-roll wound rolls of 1.
- Or: If the assault doctrine is active for this unit, re-roll wound rolls of 1-2.

DETACHMENT-REGEL

At the end of your Movement phase, if a friendly Phobos unit is hidden, that unit's attacks can re-roll wound rolls of 1 until the end of the turn.

STRATAGEMS

1 CP — PHOBOS SHOCK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

TRANSHUMAN REACTIONS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Phobos unit.
Target: That PHOBOS unit.
Effect: Your unit can make a normal move of: Up to D6". Or: If the tactical doctrine is active for your unit, up to 6".

1 CP — PHOBOS SHOCK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

STRIKE FROM THE SHADOWS

When: Your Shooting phase or the Fight phase, when a friendly hidden Phobos unit is selected to attack.
Target: That PHOBOS unit.
Effect: Your unit's attacks have: +1 S. [Lethal Hits].

1 CP — PHOBOS SHOCK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

UMBRAL EVASION

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Phobos unit.
Target: That PHOBOS unit.
Effect: Ranged attacks that target your unit have -1 to hit rolls.

IMPERIUM - WHITE SCARS · DETACHMENT

SPEARPOINT TASK FORCE

2 DP · RECONNAISSANCE

ENHANCEMENTS

Spearpoint Paragon — **25 pts**

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

- +1 S and AP.
- Or: If this unit made a charge move this turn, +2 S and AP.

Stormseer's Wisdom — **15 pts**

Adeptus Astartes model only. This unit can re-roll advance rolls.

Hunter's Eye — **25 pts**

Adeptus Astartes model only. This unit's ranged attacks:

- Have [IGNORES COVER].
- Have [SUSTAINED HITS 1].

Chogorian Huntmaster (Upgrade) — **20 pts**

Adeptus Astartes Mounted/Speeder unit only. When this unit is selected to make an ingress move, treat the current battle round number as being one higher than it actually is.

DETACHMENT-REGEL

- You can select the assault doctrine or tactical doctrine one additional time per battle.
- Friendly Adeptus Astartes Mounted/Speeder units have +1 to advance rolls.
- Friendly Suboden Khan units have the following ability:

Wrath of the First Khan: At the end of the Fight phase, if this unit was eligible to fight this phase, you can use this ability. If you do:

- If this unit is unengaged, this unit can make a normal move.
- Or: If this unit is engaged, this unit can make a fall-back move.

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

STRATAGEMS

1 CP — SPEARPOINT TASK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

HUNTER'S INSTINCTS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted/Speeder unit.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED/SPEEDER unit.
Effect: Your unit can make a normal move of up to D3+3".

1 CP — SPEARPOINT TASK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

MOBILE LETHALITY

When: Your Movement phase, when a friendly ADEPTUS ASTARTES unit is selected to make an advance/fall-back move.
Target: That ADEPTUS ASTARTES unit.
Effect: That fall-back move does not prevent your unit from being eligible to shoot. Your unit's ranged attacks have [ASSAULT].

1 CP — SPEARPOINT TASK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

EVASIVE MANOEUVERS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Adeptus Astartes Mounted/Speeder unit.
Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.
Effect: Ranged attacks that target your unit have -1 to wound rolls.

1 CP — SPEARPOINT TASK FORCE STRATAGEM · WAHAPEDIA — CHARGE

FLAWLESS RIDERS

When: Your Movement/Charge phase, when a friendly Adeptus Astartes mounted unit is selected to move or declares a charge.
Target: That ADEPTUS ASTARTES MOUNTED unit.
Effect: Your unit has Mobile.

1 CP — SPEARPOINT TASK FORCE STRATAGEM · WAHAPEDIA — FIGHT

SPEAR THRUST AND SABRE SWING

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's melee attacks: Have [LETHAL HITS]. Or: Have [LANCE]. Or: If your unit has Mounted, have [LETHAL HITS] and [LANCE].

1 CP — SPEARPOINT TASK FORCE STRATAGEM · WAHAPEDIA — FIGHT

WITHDRAW AND REGROUP

When: End of your opponent's Fight phase.
Target: One friendly unengaged Adeptus Astartes Mounted/Speeder unit.
Effect: Place your unit in strategic reserves.

IMPERIUM - WHITE SCARS · DETACHMENT

STORMLANCE TASK FORCE

1 DP · RECONNAISSANCE

ENHANCEMENTS

Supercharged Engines (Upgrade) — 10 pts

Adeptus Astartes Mounted unit only. This unit can re-roll advance rolls.

Auspex Triangulation Shrines (Upgrade) — 10 pts

Adeptus Astartes Speeder unit only. At the start of your Shooting phase, select one visible enemy unit within 12" of this unit. That enemy is spotted.

- While a unit is spotted, that unit has +3" detection range

DETACHMENT-REGEL

Friendly Adeptus Astartes Mounted/Speeder units have +2"M

STRATAGEMS

1 CP — STORMLANCE TASK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

SUDDEN ONSLAUGHT

When: Your Movement phase, when a friendly Adeptus Astartes Mounted/Speeder unit is selected to make an advance move.
Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.
Effect: Your unit can change its advance rolls to a 6.

1 CP — STORMLANCE TASK FORCE STRATAGEM · WAHAPEDIA — FIGHT

WIND-SWIFT EVASION

When: End of the Fight phase.
Target: One friendly Adeptus Astartes Mounted unit that was eligible to fight this phase.
Effect: If your unit is unengaged, your unit can make a normal move. Or: If your unit is engaged, your unit can make a fall-back move.

1 CP — STORMLANCE TASK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

HURTLING TARGETS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Adeptus Astartes Mounted/Speeder unit.
Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.
Effect: Ranged attacks that target your unit have -1 to hit rolls.

IMPERIUM - WHITE SCARS · DETACHMENT

TACTICAL BRETHREN

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Laurels of Vigilance — **10 pts**

Adeptus Astartes model only. (Once per battle round per army) When you use the Fire Overwatch/Heroic Intervention stratagem, if you target a friendly Adeptus Astartes Battleline unit within 12" of this model with that stratagem, that use is -1CP

Tactical Insight — **15 pts**

Captain model only. The tactical doctrine is active for this unit in addition to any other combat doctrine

DETACHMENT-REGEL

You can select the Tactical Doctrine one additional time.

STRATAGEMS

1 CP — TACTICAL BRETHREN STRATAGEM · WAHAPEDIA — MOVEMENT

MASTERFUL TACTICS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted unit.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.
Effect: Your unit can make a normal move of: Up to D6". Or: If the tactical doctrine is active for your unit, up to 6".

1 CP — TACTICAL BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

DOMINATION FIRE

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit has shot.
Target: That ADEPTUS ASTARTES unit.
Effect: Select one enemy unit hit by those attacks. That enemy unit is suppressed until the start of your next turn: While a unit is suppressed, that unit's attacks have -1 to hit rolls.

1 CP — TACTICAL BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

IMPERIUM - WHITE SCARS · DETACHMENT

TACTICUS ATTACK FORCE

1 DP · TAKE AND HOLD

ENHANCEMENTS

Martial Paragon — 10 pts

Tacticus model only. This unit's attacks can:

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

Spearpoint War Leader — 15 pts

Tacticus model only. This unit has Scouts 6"

DETACHMENT-REGEL

Friendly Tacticus units can re-roll advance rolls.

STRATAGEMS

1 CP — TACTICUS ATTACK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

RELENTLESS ASSAULT

When: Your Shooting phase or the Fight phase, when a friendly Tacticus unit is selected to attack.
Target: That TACTICUS unit.
Effect: Your unit's attacks have: [Sustained Hits 1: non-Monster/Vehicle]. Or: [Lethal Hits: Monster/Vehicle].

1 CP — TACTICUS ATTACK FORCE STRATAGEM · WAHAPEDIA — FIGHT

TRANSHUMAN SWIFTNESS

When: Fight phase, when an enemy unit has fought.
Target: One friendly Tacticus unit that is within range of an objective and is eligible to fight.
Effect: Your unit has Fights First and must be the next unit you select to fight.

1 CP — TACTICUS ATTACK FORCE STRATAGEM · WAHAPEDIA — FIGHT

TACTICAL FOCUS

When: Fight phase, when a friendly Tacticus unit is selected to make a consolidation move.
Target: That TACTICUS unit.
Effect: When making that consolidation move, your unit can move up to D3+3".

IMPERIUM - WHITE SCARS · DETACHMENT

TACTICUS FIRESTORM FORCE

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Cyber Familiar — **15 pts**

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

Tempered in Battle (Aura) — **10 pts**

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

DETACHMENT-REGEL

Friendly Tacticus units [Rapid Fire] attacks benefit from [Rapid Fire] when targeting units up to that attack's maximum range.

STRATAGEMS

1 CP — TACTICUS FIRESTORM FORCE STRATAGEM · WAHAPEDIA — COMMAND

FOR THE EMPEROR!

When: Command phase.
Target: One friendly Tacticus unit that is within range of an objective.
Effect: Your unit has +1 OC until the end of the turn.

1 CP — TACTICUS FIRESTORM FORCE STRATAGEM · WAHAPEDIA — SHOOTING

POINT-BLANK BRUTALITY

When: Your Shooting phase, when a friendly engaged Tacticus unit is selected to shoot.
Target: That TACTICUS unit.
Effect: Your unit's ranged attacks (excluding [Blast] attacks) have: [Close-Quarters]. [Ignores Cover].

1 CP — TACTICUS FIRESTORM FORCE STRATAGEM · WAHAPEDIA — SHOOTING

RELENTLESS ASSAULT

When: Your Shooting phase or the Fight phase, when a friendly Tacticus unit is selected to attack.
Target: That TACTICUS unit.
Effect: Your unit's attacks have: [Sustained Hits 1: non-Monster/Vehicle]. Or: [Lethal Hits: Monster/Vehicle].

IMPERIUM - WHITE SCARS · DETACHMENT

TERMINATOR STORM FORCE

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Champion of the First Company — **20 pts**

Adeptus Astartes Terminator model only. This unit's melee attacks have [Lethal Hits]

Corporeum Reliquary — **25 pts**

Adeptus Astartes Terminator model only. In your first Movement phase, this unit can make an ingress move.

DETACHMENT-REGEL

Friendly Adeptus Astartes Terminator units have +1 to charge rolls

STRATAGEMS

1 CP — TERMINATOR STORM FORCE STRATAGEM · WAHAPEDIA — SHOOTING

MERCILESS VETERANS

When: Your Shooting phase, when a friendly adeptus astartes Terminator unit is selected to shoot.
Target: That ADEPTUS ASTARTES TERMINATOR unit.
Effect: Your unit's ranged attacks have: [Lethal Hits]. [Sustained Hits 1].

2 CP — TERMINATOR STORM FORCE STRATAGEM · WAHAPEDIA — SHOOTING

TACTICAL DREADNOUGHT FORTITUDE

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly adeptus astartes Terminator unit.
Target: That ADEPTUS ASTARTES TERMINATOR unit.
Effect: Attacks that target your unit have -1 D until that enemy unit has attacked.

1 CP — TERMINATOR STORM FORCE STRATAGEM · WAHAPEDIA — FIGHT

GUNSHIP EXTRACTION

When: End of your opponent's Fight phase.
Target: One friendly unengaged adeptus astartes terminator unit.
Effect: Place your unit in strategic reserves.

KOR'SARRO KHAN

80 PTS

M	T	Sv	W	LD	OC
6"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Anzuq **ANTI-INFANTRY 4+** CLOSE-QUARTERS **DEVASTATING WOUNDS: INFANTRY**	18"	2	3+	4	-1	2
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Moonfang **ANTI-CHARACTER 5+** **DEVASTATING WOUNDS** **PRECISION**	Melee	6	2+	6	-3	2

ABILITIES

CORE - Leader

For the Khan!
- This unit's ranged attacks have [ASSAULT]
- This unit's melee attacks have [LANCE].

Trophy Taker
This unit's attacks that target a Character unit can:
- Re-roll hit rolls of 1
- Re-roll wound rolls of 1.

Leader
This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, VANGUARD VETERAN SQUAD

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

AUFSTELLUNG

1x Kor'sarro Khan (40mm)

Equipped with: Anzuq, Bolt pistol, Moonfang

Wargear Options:
- This model can be equipped with 1x Warlord.

KEYWORDS: Epic Hero, Character, Infantry, Captain, Imperium, Kor'sarro Khan, Tacticus, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes, White Scars

KOR'SARRO KHAN

80 PTS

M	T	Sv	W	LD	OC
6"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Epic Hero, Character, Infantry, Captain, Imperium, Kor'sarro Khan, Tacticus, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes, White Scars

SUBODEN KHAN

105 PTS

M	T	Sv	W	LD	OC
12"	6	3+	8	6+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	2+	5	-1	1
Onslaught Gatling Cannon **DEVASTATING WOUNDS**	24"	8	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power Sword **EXTRA ATTACKS** **SUSTAINED HITS 1: NON-MONSTER/VEHICLE**	Melee	3	2+	5	-2	1
Stormtooth **LANCE** **ANTI-MONSTER/VEHICLE 4+**	Melee	6	2+	7	-3	2

ABILITIES

CORE - Leader

Skilled Riders
This unit has Mobile.

Spear of Chogoris
- This unit's ranged attacks have [Assault].

- When this unit is selected to make an advance move, that advance move does not prevent this unit from being eligible to declare a charge.

- If the assault doctrine is active for this unit, this unit has +1 to advance rolls and charge rolls.

Leader
This model can be attached to the following units: OUTRIDER SQUAD

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

AUFSTELLUNG

1x Suboden Khan (90x52.5mm Oval Base)

Equipped with: Heavy Bolt Pistol, Onslaught Gatling Cannon, Power Sword, Stormtooth

Wargear Options:
- This model can be equipped with 1x Warlord.

KEYWORDS: Mounted, Character, Epic Hero, Imperium, Grenades, Captain, Suboden Khan, Leader
FACTION KEYWORDS: Adeptus Astartes, White Scars

SUBODEN KHAN

105 PTS

M	T	Sv	W	LD	OC
12"	6	3+	8	6+	2

INVULNERABLE SAVE 4+

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist
At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Mounted, Character, Epic Hero, Imperium, Grenades, Captain, Suboden Khan, Leader
FACTION KEYWORDS: Adeptus Astartes, White Scars

PUNKTELISTE

EINHEIT	PUNKTE
Kor'sarro Khan	80 pts
Suboden Khan	105 pts

ENHANCEMENTS — ASSAULT BRETHREN

ENHANCEMENT	PUNKTE
Imperium's Sword	20 pts
Furious Assault (Upgrade)	10 pts

ENHANCEMENTS — DEATHWATCH SUPPORT

ENHANCEMENT	PUNKTE
Beacon Angelis	25 pts

ENHANCEMENTS — DEVASTATOR BRETHREN

ENHANCEMENT	PUNKTE
Honour of Vigilance	20 pts
Master-Forged Firearms	15 pts

ENHANCEMENTS — GAUNTLET TASK FORCE

ENHANCEMENT	PUNKTE
Linebreaker Onslaught	20 pts
Damocles-Class Uplink	15 pts

ENHANCEMENTS — GLADIUS TASK FORCE

ENHANCEMENT	PUNKTE
Artificer Armour	15 pts
Laurels of Triumph	20 pts
Adept of the Codex	20 pts
Standard of the Emperor Ascendant	25 pts

ENHANCEMENTS — GRAVIS LINEBREAKER FORCE

ENHANCEMENT	PUNKTE
Indefatigable Fortitude	20 pts
Relentless Advance	20 pts

ENHANCEMENTS — GRAVIS SIEGE FORCE

ENHANCEMENT	PUNKTE
Immovable Conquerors (Upgrade)	15 pts

ENHANCEMENT	PUNKTE
Narthecis Gauntlet	20 pts

ENHANCEMENTS — IRONCLAD CHAMPIONS

ENHANCEMENT	PUNKTE
Artificer Sarcophagus (Upgrade)	40 pts
Venerable Champion (Aura) (Upgrade)	30 pts

ENHANCEMENTS — IRONSTORM SPEARHEAD

ENHANCEMENT	PUNKTE
Gunnery Honours (Upgrade)	15 pts
Redoubtable Machine Spirit (Upgrade)	25 pts

ENHANCEMENTS — PHOBOS SHADOW FORCE

ENHANCEMENT	PUNKTE
Execute and Redeploy	25 pts
Venator Omni-auspex	15 pts

ENHANCEMENTS — PHOBOS SHOCK FORCE

ENHANCEMENT	PUNKTE
Seal of Shrouding	15 pts
Venator Omni-auspex	15 pts

ENHANCEMENTS — SPEARPOINT TASK FORCE

ENHANCEMENT	PUNKTE
Spearpoint Paragon	25 pts
Stormseer's Wisdom	15 pts
Hunter's Eye	25 pts
Chogorian Huntmaster (Upgrade)	20 pts

ENHANCEMENTS — STORMLANCE TASK FORCE

ENHANCEMENT	PUNKTE
Supercharged Engines (Upgrade)	10 pts
Auspex Triangulation Shrines (Upgrade)	10 pts

ENHANCEMENTS — TACTICAL BRETHREN

ENHANCEMENT	PUNKTE
Laurels of Vigilance	10 pts
Tactical Insight	15 pts

ENHANCEMENTS — TACTICUS ATTACK FORCE

ENHANCEMENT	PUNKTE
Martial Paragon	10 pts
Spearpoint War Leader	15 pts

ENHANCEMENTS — TACTICUS FIRESTORM FORCE

ENHANCEMENT	PUNKTE
Cyber Familiar	15 pts
Tempered in Battle (Aura)	10 pts

ENHANCEMENTS — TERMINATOR STORM FORCE

ENHANCEMENT	PUNKTE
Champion of the First Company	20 pts
Corporeum Reliquary	25 pts