IMPERIUM - IRON HANDS · DETACHMENT

MEDUSA'S WRATH

2 DP · PURGE THE FOE

ENHANCEMENTS

Adept of the Omnissiah — **25 pts**

TECHMARINE model only. (Once per battle round, per army) When an enemy unit targets a friendly ADEPTUS ASTARTES VEHICLE unit within 6” of this unit, you can use this ability. If you do, that VEHICLE unit has Feel No Pain 5+ until that enemy unit has attacked.

Master of the Machine War — **25 pts**

ADEPTUS ASTARTES model only. In your Movement phase, you can select one visible friendly ADEPTUS ASTARTES VEHICLE unit within 6” of this model and then select the devastator doctrine or tactical doctrine. That doctrine is active for that VEHICLE unit until the start of your next Command phase.

Target Augury Web — **30 pts**

TECHMARINE model only. In your movement phase, at the start or end of this unit’s move, you can select one friendly ADEPTUS ASTARTES VEHICLE model within 3" of this unit. That VEHICLE model’s attacks have [LETHAL HITS] until the start of your next Command phase

The Flesh is Weak — **15 pts**

ADEPTUS ASTARTES model only. This model:

- Has +1 T.
- Has Feel No Pain 5+.

DETACHMENT-REGEL

Each time a friendly ADEPTUS ASTARTES unit is selected to shoot or selected to fight apply one of the following when resolving those attacks:

- If that unit is within 6" of a friendly Cannok Var/Iron Father Feirros unit you can:
- Re-roll one hit roll.
- Re-roll one wound roll.
- Re-roll one damage roll.
- Otherwise you can:
- Re-roll one hit roll.
- Or: Re-roll one wound roll.
- Or: Re-roll one damage roll.

STRATAGEMS

1 CP — MEDUSA'S WRATH STRATAGEM · WAHAPEDIA — COMMAND

ANCIENT FURY

When: Your Command phase.
Target: One friendly ADEPTUS ASTARTES DREADNOUGHT unit.
Effect: Until the start of your next Command phase, your unit has: +1" M. +1 T. +1 Ld. +1 OC. +1 to hit rolls.

1 CP — MEDUSA'S WRATH STRATAGEM · WAHAPEDIA — COMMAND

UNBOWED CONVICTION

When: Your Command phase.
Target: One friendly ADEPTUS ASTARTES unit that is below starting strength.
Effect: Until the start of your next Command phase, your unit can ignore modifiers to your unit's: BS and WS. Hit rolls and Wound rolls.

1 CP — MEDUSA'S WRATH STRATAGEM · WAHAPEDIA — SHOOTING

METHODICAL BRUTALITY

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 [SUSTAINED HITS 1]. SECONDARY EFFECT: If your unit is a VEHICLE unit, have +1 to wound rolls.

1 CP — MEDUSA'S WRATH STRATAGEM · WAHAPEDIA — SHOOTING

POWER OF THE MACHINE SPIRIT

When: Your opponent's Shooting phase, when an enemy unit that targeted a friendly unengaged Adeptus Astartes Vehicle unit has shot.
Target: That ADEPTUS ASTARTES VEHICLE unit.
Effect: Your unit shoots using: Snap shooting. Or: If your unit is at half-strength/below half-strength, normal shooting. While doing so your unit can only target that enemy unit.

1 CP — MEDUSA'S WRATH STRATAGEM · WAHAPEDIA — ANY

SPIRITS OF IRON

When: Any phase, when a friendly ADEPTUS ASTARTES unit suffers a mortal wound.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit has Feel no pain 5+ against mortal wounds.

1 CP — MEDUSA'S WRATH STRATAGEM · WAHAPEDIA — ANY

VENGEFUL ANIMUS

When: Any phase, when a friendly ADEPTUS ASTARTES VEHICLE unit is destroyed, before rolling for deadly demise.
Target: That friendly ADEPTUS ASTARTES VEHICLE unit.
Effect: Change any deadly demise rolls made for this unit to an unmodified 6.