IMPERIUM - IRON HANDS

# TACTICUS FIRESTORM FORCE

3 Stratagems · 2 Enhancements

1 DP · PRIORITY ASSETS

## ENHANCEMENTS (2)

**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 RULE

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

## STRATAGEMS (3/3)

1 CP · TACTICUS FIRESTORM FORCE STRATAGEM · 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 · 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 · 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].