

C O D E X

IMPERIUM - IRON HANDS

classic-sw

INHALTSVERZEICHNIS

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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 If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.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)
Medusa's Wrath
Adept of the Omnissiah, Master of the Machine War, Target Augury Web, The Flesh is Weak
Phobos Shadow Force
Execute and Redeploy, Venator Omni-aspex
Phobos Shock Force
Seal of Shrouding, Venator Omni-aspex
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

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.

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.

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.

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.

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].

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

<div>1 CP</div> <div>GRAVIS LINEBREAKER FORCE STRATAGEM · WAHAPEDIA</div> <div>SHOOTING</div> <div>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].</div>	<div>1 CP</div> <div>GRAVIS LINEBREAKER FORCE STRATAGEM · WAHAPEDIA</div> <div>CHARGE</div> <div>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.</div>
<div>1 CP</div> <div>GRAVIS LINEBREAKER FORCE STRATAGEM · WAHAPEDIA</div> <div>SHOOTING</div> <div>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.</div>	

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

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.

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].

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 CPIRONCLAD 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 CPIRONCLAD 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 CPIRONCLAD 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.

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.

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.

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.

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.

STORMLANCE TASK FORCE

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

HURLING 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.

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.

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".

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

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 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].

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.

CAANOK VAR - IMPERIUM - IRON HANDS

100 PTS

M	T	Sv	W	LD	OC
5"	6	2+	6	6+	1

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Caanok Var (50mm)

Equipped with: Storm bolter, Axiom

KEYWORDS:

Infantry, Character, Epic Hero, Imperium, Terminator, Captain, Caanok Var, Leader

FACTION KEYWORDS:

Iron Hands, Adeptus Astartes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Axiom Cleave 1	Melee	5	2+	8	-3	2

ABILITIES

CORE - Leader

Cerebrex Logic Engine

In the Declare Battle Formations step, you can select one friendly Adeptus Astartes Infantry unit. That unit has Scouts 6".

Cold and Calculating

In your Shooting phase or the Fight phase, when this unit is selected to attack, you can select one of the following for this unit's attacks to have:
- [Lethal Hits: Monster/Vehicle].
- Or: [Sustained Hits 1: non-[Monster/Vehicle]]
- Or: If the tactical doctrine is active for this unit, [Lethal Hits: Monster/Vehicle] and [Sustained Hits 1: non-Monster/Vehicle]

Leader

This model can be attached to the following units:
TERMINATOR ASSAULT SQUAD, TERMINATOR SQUAD

WEAPON ABILITIES

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

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.

CAANOK VAR - IMPERIUM - IRON HANDS

100 PTS

M	T	Sv	W	LD	OC
5"	6	2+	6	6+	1

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Caanok Var (50mm)

Equipped with: Storm bolter, Axiom

KEYWORDS:

Infantry, Character, Epic Hero, Imperium, Terminator, Captain, Caanok Var, Leader

FACTION KEYWORDS:

Iron Hands, Adeptus Astartes

Transhuman Strategist

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

CORE RULES

- Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).
- Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- 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.

IRON FATHER FEIRROS - IMPERIUM - IRON HANDS

85 PTS

M	T	Sv	W	LD	OC
5"	6	2+	6	6+	1

AUFSTELLUNG
1x Iron Father Feirros (40mm)
Equipped with: Bolt pistol, Gorgon's Wrath, Harrowhand, Medusan Manipuli

KEYWORDS: Character, Epic Hero, Infantry, Imperium, Gravis, Iron Father Ferrios, Leader
FACTION KEYWORDS: Adeptus Astartes, Iron Hands

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Gorgon's Wrath RAPID FIRE 2, SUSTAINED HITS 2	36"	3	2+	6	-1	2

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Harrowhand	Melee	6	3+	7	-2	2
Medusan Manipuli EXTRA ATTACKS	Melee	2	3+	10	-2	3

ABILITIES

CORE - Leader

Iron Father
While this model is within 3" of a friendly ADEPTUS ASTARTES VEHICLE unit, this model has Lone Operative.

Master of the Forge
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 model:

- That Vehicle model heals 3 wounds.
- That Vehicle model's attacks can ignore modifiers to the following until the start of your next Movement phase:
- BS.
- Hit rolls and wound rolls.

Rites of Tempering
Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

Leader
This model can be attached to the following units:
AGGRESSOR SQUAD, ERADICATOR SQUAD WITH HEAVY BOLTERS, ERADICATOR SQUAD WITH MELTA RIFLES, HEAVY INTERCESSOR SQUAD

WEAPON ABILITIES

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.

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).

IRON FATHER FEIRROS - IMPERIUM - IRON HANDS

85 PTS

M	T	Sv	W	LD	OC
5"	6	2+	6	6+	1

AUFSTELLUNG
1x Iron Father Feirros (40mm)
Equipped with: Bolt pistol, Gorgon's Wrath, Harrowhand, Medusan Manipuli

KEYWORDS: Character, Epic Hero, Infantry, Imperium, Gravis, Iron Father Ferrios, Leader
FACTION KEYWORDS: Adeptus Astartes, Iron Hands

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.

PUNKTELISTE

EINHEIT	PUNKTE
Caanok Var	100 pts
Iron Father Feirros	85 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
Narthezis 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 — MEDUSA'S WRATH

ENHANCEMENT	PUNKTE
Adept of the Omnissiah	25 pts
Master of the Machine War	25 pts
Target Augury Web	30 pts
The Flesh is Weak	15 pts

ENHANCEMENTS — PHOBOS SHADOW FORCE

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

ENHANCEMENTS — PHOBOS SHOCK FORCE

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

ENHANCEMENTS — STORMLANCE TASK FORCE

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

ENHANCEMENTS — TACTICAL BRETHERN

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

