IMPERIUM - RAVEN GUARD

ASSAULT BRETHREN

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Imperium's Sword — 20 pts

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Furious Assault (Upgrade) — 10 pts

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

DETACHMENT RULE

You can select the assault doctrine one additional time per battle

STRATAGEMS (3/3)

1 CP · ASSAULT BRETHREN STRATAGEM · 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 · 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 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.