IMPERIUM - DEATHWATCH · 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.