

WARPSTRIKE CHAMPIONS

ENHANCEMENTS

Infernal Fulgurite

20 pts

Once per battle, you can target the bearer's unit with the Rapid Ingress Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

Eye of the Warp

15 pts

Each time the bearer's unit is set up on the battlefield, until the end of the turn, you can re-roll Charge rolls made for that unit.

Akshur's Binding Runes

20 pts

The bearer's unit can be set up using the Deep Strike ability in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

Tzagulla

25 pts

Improve the Attacks, Strength and Armour Penetration characteristics of the bearer's weapons by 1. In addition, each time the bearer's unit is set up on the battlefield from Reserves, until the end of the turn, improve the Damage characteristic of the bearer's weapons by 1.

DETACHMENT-REGEL

At the end of your opponent's turn, you can select a number of Heretic Astartes Terminator, Obliterators and Mutilators units from your army (excluding units that are within Engagement Range of one or more enemy units). The maximum number of units you can select depends on the battle size, as follows:

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style:none none none none;background-color:rgb(59,84,94);color:rgb(255,255,255);text-
align:center;vertical-align:middle;font-size:22px;width:240px;height:0px;">BATTLE SIZE</td><td
style="border-width:1px 1px 1px 1px;border-style:none none none none;background-
color:rgb(59,84,94);color:rgb(255,255,255);text-align:center;vertical-align:middle;font-
size:22px;width:240px;height:0px;">NUMBER OF UNITS</td></tr><tr><td style="border-
width:1px 1px 1px 1px;border-style:none none none none;text-align:center;vertical-
align:middle;font-size:18px;width:240px;height:0px;">Incursion</td><td style="border-width:1px
1px 1px 1px;border-style:none none none none;text-align:center;vertical-align:middle;font-
size:22px;width:240px;height:0px;">Up to 1 unit</td></tr><tr><td style="border-width:1px 1px
1px 1px;border-style:dotted none dotted none;background-color:var(--row-bg);text-
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size:22px;width:240px;height:0px;">Up to 2 units</td></tr><tr><td style="border-width:1px 1px
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1px 1px;border-style:none none dotted none;text-align:center;vertical-align:middle;font-
size:18px;width:240px;height:0px;">Onslaught</td><td style="border-width:1px 1px 1px
1px;border-style:none none dotted none;text-align:center;vertical-align:middle;font-
size:22px;width:240px;height:0px;">Up to 3 units</td></tr></tbody></table></td></tr></tbody></
table></div>
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Once you have made your selections, remove those units from the battlefield and place them into Strategic Reserves.

STRATAGEMS

1 CP

WARPSTRIKE CHAMPIONS – STRATEGIC PLOY STRATAGEM

MOVEMENT

Immaterial energies still cling to these

When: Your Movement phase.

Target: One Heretic Astartes Terminator,

Effect: That objective marker remains under your

1 CP

WARPSTRIKE CHAMPIONS – BATTLE TACTIC STRATAGEM

SHOOTING

These warriors have not quite escaped the grip of the

When: Your opponent's Shooting phase or the

Target: One Heretic Astartes unit from your army

Effect: Until the attacking unit has finished making

1 CP

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Momentary flares of empyric energy wreathe this

When: Your Movement phase.

Target: One Heretic Astartes Terminator,

Effect: Until the end of the turn, your unit is eligible

1 CP

WARPSTRIKE CHAMPIONS – BATTLE TACTIC STRATAGEM

CHARGE

The warp rift through which these warriors reach the

When: Your Charge phase.

Target: One Heretic Astartes unit from your army

Effect: Your unit has +2 to charge rolls.

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WARPSTRIKE CHAMPIONS – STRATEGIC PLOY STRATAGEM

SHOOTING

These warriors have drilled relentlessly in the art of

When: Your Shooting phase.

Target: Up to two Heretic Astartes units from

Effect: Until the end of the phase, ranged weapons

1 CP

WARPSTRIKE CHAMPIONS – STRATEGIC PLOY STRATAGEM

FIGHT

Drawn to the largest and toughest warriors by their

When: Fight phase, just after an enemy unit has

Target: One Heretic Astartes Terminator,

Effect: Until the end of the turn, each time an attack

1 CP

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