

ARMoured SPEARTIP

ENHANCEMENTS

Liberator

15 pts

ADEPTUS ASTARTES model only. If you control an objective marker at the end of your Command phase, and the bearer's unit (or any HEAVY TRANSPORT it is embarked within) is within range of that objective marker, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

Tip of the Spear

40 pts

ADEPTUS ASTARTES model only. If the bearer starts the battle embarked within a TRANSPORT, that TRANSPORT has the Scouts 6" ability.

Shock Deployment

20 pts

ADEPTUS ASTARTES TERMINATOR or GRAVIS model only. In your Shooting phase, each time the bearer's unit is selected to shoot, if it disembarked from a TRANSPORT this turn, until the end of the phase, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Armoured Commander

25 pts

ADEPTUS ASTARTES model only. Once per turn, in your Movement phase, the bearer can use this Enhancement. If it does, select one friendly ADEPTUS ASTARTES TRANSPORT that is in Strategic Reserves. Until the end of the phase, for the purposes of setting up that TRANSPORT on the battlefield, treat the current battle round number as being one higher than it actually is.

DETACHMENT-REGEL

Rapid Deployment Land Raider, Repulsors and other armoured transports plunge headlong into the heart of enemy formations, weathering heavy firepower to deploy their cargo of elite Space Marines into battle. Each time an ADEPTUS ASTARTES unit from your army disembarks from a TRANSPORT (excluding FLY) that made a Normal or Advance move this phase (excluding those that arrived from Strategic Reserves), that disembarked unit can make a Normal move of up to D6", or a Normal move of up to D3+3" instead if that TRANSPORT is a HEAVY TRANSPORT (see below).

Keywords

ADEPTUS ASTARTES TRANSPORT units from your army (excluding FLY) that have a Wounds characteristic of 14+ have the HEAVY TRANSPORT keyword.

STRATAGEMS

1 CP

ARMoured SPEARTIP – STRATEGIC
PLOY STRATAGEM

MOVEMENT

Coaxing the utmost from roaring engines, transport

When: Your Movement phase.

Target: One Adeptus Astartes Transport unit

Effect: Until the end of the phase, units can

1 CP

ARMoured SPEARTIP – STRATEGIC
PLOY STRATAGEM

MOVEMENT

The mightiest Space Marine transports are

When: Your Movement phase.

Target: One Adeptus Astartes Transport unit

Effect: Until the end of the phase, each time your

1 CP

ARMoured SPEARTIP – BATTLE
TACTIC STRATAGEM

SHOOTING

Emerging from their transports, Space Marine

When: Your Shooting phase.

Target: One Adeptus Astartes unit from your army

Effect: Until the end of the phase, each time a

1 CP

ARMoured SPEARTIP – STRATEGIC
PLOY STRATAGEM

SHOOTING

The belligerence of the Adeptus Astartes, combined

When: Your opponent's Shooting phase or the

Target: One Adeptus Astartes unit from your army

Effect: Until the attacking unit has finished making

1 CP

ARMoured SPEARTIP – WARGEAR
STRATAGEM

FIGHT

With steely discipline, Space Marine battle-brothers

When: End of the Fight phase.

Target: One Adeptus Astartes Infantry unit from

Effect: If your Adeptus Astartes Infantry unit

1 CP

ARMoured SPEARTIP – EPIC DEED
STRATAGEM

ANY

In a last act of vengeance, the doomed crew of this

When: Any phase, just after a Heavy Transport

Target: That Heavy Transport unit, if you rolled

Effect: Your unit can make a Normal or Fall Back