

FIRESTORM ASSAULT FORCE

ENHANCEMENTS

Adamantine Mantle

20 pts

Adeptus Astartes model only. Each time an attack is allocated the bearer, subtract 1 from the Damage characteristic of that attack. If that attack was made with a [MELTA] or [TORRENT] weapon, change the Damage characteristic of that attack to 1 instead.

Champion of Humanity

10 pts

Tacticus model only. While the bearer is leading a unit, models in that unit can ignore any or all modifiers to their characteristics and/or to any roll or test made for them (excluding modifiers to saving throws).

Forged in Battle

15 pts

Adeptus Astartes model only. While the bearer is leading a unit, once per turn after making a Hit roll or a saving throw for a model in that unit, you can change the result of that roll to an unmodified 6.

War-tempered Artifice

25 pts

Adeptus Astartes Infantry model only. Add 3 to the Strength characteristic of the bearer's melee weapons.

DETACHMENT-REGEL

Ranged weapons equipped by Adeptus Astartes models from your army have the [ASSAULT] ability, and each time an attack made such a weapon targets a unit within 12", add 1 to the Strength characteristic of that attack.

STRATAGEMS

1 CP

FIRESTORM ASSAULT FORCE –
BATTLE TACTIC STRATAGEM ·
WAHAPEDIA

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP

FIRESTORM ASSAULT FORCE –
BATTLE TACTIC STRATAGEM ·
WAHAPEDIA

SHOOTING

BURNING VENGEANCE

When: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

Target: One ADEPTUS ASTARTES TRANSPORT unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: One unit embarked within that TRANSPORT can disembark as if it were your Movement phase, and can then shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

1 CP

FIRESTORM ASSAULT FORCE –
BATTLE TACTIC STRATAGEM ·
WAHAPEDIA

SHOOTING

CRUCIBLE OF BATTLE

When: Your Shooting phase or the Fight phase.

Target: One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets the closest eligible target within 6", add 1 to the Wound roll.

2 CP

FIRESTORM ASSAULT FORCE –
BATTLE TACTIC STRATAGEM ·
WAHAPEDIA

SHOOTING

IMMOLATION PROTOCOLS

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, Torrent weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

1 CP

FIRESTORM ASSAULT FORCE –
BATTLE TACTIC STRATAGEM ·
WAHAPEDIA

SHOOTING

ONSLAUGHT OF FIRE

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that disembarked from a TRANSPORT this turn and has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets the closest eligible target within 12", add 1 to the Hit roll. If one or more enemy models are destroyed as the result of any of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

1 CP

FIRESTORM ASSAULT FORCE –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

FIGHT

RAPID EMBARKATION

When: End of the Fight phase.

Target: One ADEPTUS ASTARTES TRANSPORT unit from your army that has no models embarked within it, and one ADEPTUS ASTARTES INFANTRY unit from your army wholly within 6" of that TRANSPORT.

Effect: Your INFANTRY unit can embark within that TRANSPORT.

Restriction: You cannot target an INFANTRY unit that is within Engagement Range of one or more enemy units, that cannot normally embark within that TRANSPORT, or that disembarked from a TRANSPORT this turn.